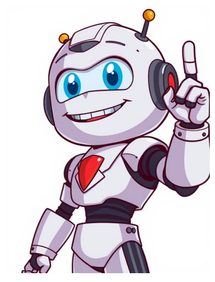
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Topic Replies Views Activity Advance Civilizations UI 0 0 November 30, 2025 Naval battle like Anno 1404 38 323 November 30, 2025 Thoughts on Eagles for a potential American expansion 25 305 November 30, 2025 If every civilization had two UU what unit of civilization would you like to see? 79 589 November 30, 2025 As usual, new bug, game gets freezed when advancing age 0 4 November 30, 2025 Bengalis - Rearranging the bonuses and techs 64 1018 November 30, 2025 Sushi lover achievement still NOT fixed 5 1055 November 29, 2025 Several achievements not working 7 3063 November 29, 2025 What would we like to see for aoe2 in 2026? 256 5622 November 29, 2025 A request to the devs: Please switch the Persians to the Central Asian architecture before release of their rework 783 20401 November 29, 2025 Elephant archers and Siege elephants for Southeast Asians 40 1209 November 29, 2025 4v4 MICHI DM Constant out of sync 57 665 November 29, 2025 Asteridi 1 14 November 29, 2025 Conqueror Tales - by The Winged Hussar CN 0 3 November 29, 2025 You can't set AI for scenarios, standard AI will take over at some point 6 90 November 29, 2025 Scout/Lightcav/Husar go on autoscout when using stop hotkey 2 41 November 29, 2025 Winning is all that matters 2 168 November 29, 2025 All the achievements "Win a game as the *** in Return of Rome" 17 1204 November 28, 2025 Resigning early - can't this be an easy fix? 1 45 November 28, 2025 Has Age of Empires 2's startup time increased recently or has my computer slowed down? (I use Steam) 6 141 November 28, 2025 Production building waitpoint/bulk of 5 conflict 0 6 November 28, 2025 Heroines of History 36 760 November 28, 2025 Pixel Noise Distortion Issue 2 39 November 28, 2025 [Request] Production buildings Shift key waypoint needs to change 2 62 November 28, 2025 Demo/Hulk balance suggestion 2 99 November 27, 2025 Am I on the right way? 43 608 November 27, 2025 Improved dark age 11 241 November 27, 2025 Rework mule cart 1 99 November 27, 2025 Liuvigild - by The Winged Hussar 4 91 November 27, 2025 Slow PCs lag affect other players 0 15 November 26, 2025 Age of Empires / World's Edge Studio 22 Jan 25 Welcome heroes to another exciting update with a ton of new features, including Photo Mode, an alternative layout editor, and the 2025 New Year Event! So take a peek and jump in to the latest for Age of Mythology: Retold! Plus, today is also the... 2025 is here and with it the New Year 2025 Event! Complete 25 challenges to earn new profile icons from January 23rd to February 26th! One new challenge will be added each day from the events start, and challenges will remain available until the end of the event for all who want to complete them. Plus, unlocked challenges can be completed in any order and simultaneously! January 23rd February 26th Day 1 Train 25 Scout units in a single match. Profile Icon Unlock ScoutDay 2Win 5 Skirmish or Multiplayer games.Profile Icon Unlock AjaxDay 3Train 25 Hero units as the Greeks in any amount of Skirmish or Multiplayer Games.Profile Icon Unlock OmniscienceDay 4Cast Ragnark power as the Norse.Profile Icon Unlock GjallarhornDay 5Collect 2025 Food, Wood and Gold each in a single match.Profile Icon Unlock Tartarian GateDay 6Train 25 myth units in a single match.Profile Icon Unlock Dwarf MinerDay 7Play 5 scenarios from the Arena of the Gods.Profile Icon Unlock VisionDay 8Train 2025 Animals of Set in any amount of Skirmish or Multiplayer Games.Profile Icon Unlock Champion War ElephantDay 9Deal 2025 damage using Meteor or Tornado as the Egyptians in a single match.Profile Icon Unlock LegendDay 10Build all 5 Monuments as the Egyptians in a single match.Profile Icon Unlock IsisDay 11Play 5 Deathmatch games.Profile Icon Unlock AnubiteDay 12Collect 2025 favor points using the Norse in a single match.Profile Icon Unlock Long SerpentDay 13Cast 25 god powers in any amount of Skirmish or Multiplayer Games.Profile Icon Unlock Titan SmashDay 14Reach The Wonder Age 5 times with 5 different Major Gods in any amount of Skirmish or Multiplayer Games.Profile Icon Unlock ServantDay 15Deal 2025 damage using Implode as the Atlanteans in a single match.Profile Icon Unlock OranosDay 16Cast the Sentinel God Power 5 times as Hades in any amount of Skirmish or Multiplayer Games.Profile Icon Unlock HealDay 17Deal 2025 damage using infantry units in a single match.Profile Icon Unlock PetrificationDay 18Win 10 Skirmish or Multiplayer games.Profile Icon Unlock Will of KronosDay 19Deal 2025 damage using Lightning Storm or Earthquake as the Greeks in a single match.Profile Icon Unlock Divine ShieldDay 20Summon Nidhogg or Fenrir as the Norse in a single match.Profile Icon Unlock ThorDay 21Train 25 Throwing Axemen, 10 Raiding Cavalry and 5 Portable Ram as the Norse in any amount of Skirmish or Multiplayer matches.Profile Icon Unlock Caravan GreekDay 22Complete any campaign mission on the ludicrous difficulty setting.Profile Icon Unlock Valhallas ChosenDay 23Deal 2025 damage using myth units in a single match.Profile Icon Unlock TransfigurationDay 24 Promote 25 units using the Atlanteans in a single match.Profile Icon Unlock BuckDay 25Fully upgrade the Military Academy, Archery Range and Stable as the Greeks in a single match.Profile Icon Unlock Zeus 2 Likes Some buffs to towers, which are welcome, but I dont really agree with the nerf to citadel center - it was a questionable GP to begin with, now you just get a TC with extra HP and pop. Meh.The rest of the changes are solid. I still dont like the overall design of VoTK for Elephants, but it is what it is. Greek nerfs and Norse buffs it makes no sense ElderHumpty:Greek nerfsGreek buffsGreek Ranged Heroes do more damage. Hippeus have more Hack armor. Also some buffs to Ares, Hephaestus and Hera.Greek nerfsAthena and Dionysus got nerfs. Hetairos less base damage but more damage against Archers. 1 Like ElderHumpty:Greek nerfs and Norse buffs it makes no senseThe most balanced pantheons are the Norses followed by the Greeks and then the Egyptians and the least balanced and most broken pantheon in the game are the Atlanteans. EricTheRed283:Greek buffsGreek Ranged Heroes do more damage. Hippeus have more Hack armor. Also some buffs to Ares, Hephaestus and Hera.Greek nerfsAthena and Dionysus got nerfs. Hetairos less base damage but more damage against Archers.The Hetairos is still broken and needs a bigger nerf since a military unit cannot have area damage because that makes it a mythic unit that does not cost favor and is immune to heroes which is unfair because it unbalances the game and favors the spam of Hetairos. Hetairos are worse against everything except Archers now that is big. They still can get nerfed a bit imo Still havent fixed issue with bluetooth headphones. Worse still, the hands free telephony thing just mutes the entire game! Team: Sir, the community is urgently requesting these changes to improve the game!Developer: Okay, fix the connection issues and the walls. The rest of the updates will be things they havent even mentioned on the forums in the past few months.Team: Yes, sir!Developer: Also, theyre asking for buffs for Loki. Release this nerf instead and ignore the rest of their requests, even about Fimbulwinter. 1 Like _MarakuJa1:even about Fimbulwinter.They dont read or they dont care about our requestings. The game is for them to play I guess? You make me laugh on this forum, on what basis do you think your personal opinion carries enough weight to influence the decisions of the whole team of developers besides the forum doesnt have to represent what? Go 5% maybe 7% of players in total being nice?Plus your personal opinions are subject to debate as many disagree, one complains that atlantes are too strong the other that fimbulwinter must be nerfed.Personally, I dont have any problem with that, fimbulwinter isnt that strong once youve learnt how to ring the forum bells for example, but maybe thats too much to ask OmaDesala:Personally, I dont have any problem with that, fimbulwinter isnt that strong once youve learnt how to ring the forum bells for example, but maybe thats too much to ask In team games with multiple Norse players with Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonder so they can do good damage. 1 Like EricTheRed283:In team games with multiple Norse players with Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonder so they can do good damage.I dont think fimbulwinter is a problem. If you know your Norse opponent is building a wonder you should stop him from finishing the construction of the wonder and you should move your villagers to the edges of the map. I think the real problem is the Atlanteans since they are so broken in everything. The Atlanteans only have advantages in all their units, powers, villagers, buildings, mythic units, heroes. If you dont defeat an Atlantean before the Atlantean advances to the 4th age it is practically a guaranteed defeat since when you go to attack him the Atlantean will implode and you will lose your entire army. And the Atlanteans have the best siege weapons and the best archers and mythic units in the game. All it takes is one counterattack from the Atlantean and the game will end in GG. BornWinter52864: EricTheRed283:In team games with multiple Norse players with Wonders standing that team can keep Fimbulwinter active non-stop and those Wolves summoned from it are stronger thanks to the Wonder so they can do good damage.I dont think fimbulwinter is a problem. If you know your Norse opponent is building a wonder you should stop him from finishing the construction of the wonder and you should move your villagers to the edges of the map.Obviously if you can prevent opponents Wonders from going up there will be no problem but when they do go up it is then a big problem in team games from all the complaints I have seen and heard.Your towns and anything in them will keep getting attacked by Wolves including Caravans that help you keep getting Gold when Gold Mines are gone will still be a problem no matter what.I havent played any Comp Stomps for a while because I hate the Wonder system I dont like playing against it and I dont like using it either. I wish they would add Disable Wonder option just like they have with Titans. Add that option will make me and others like me be more interested in playing the game. I currently just play for event rewards and the scenario editor for making screenshots of stuff. EricTheRed283:them will keep getting attacked by Wolves including Caravans thatThose who say Fimbulwinter isnt excessively strong are exactly the players who take advantage of this broken power There needs to be at least a percentage limit on the number of town centers affected by the power. It cant affect 100% of the town and village centers in the game; thats dishonest.Even in the old AoM:TT, the developers were smart enough to limit the number of town centers affected by the power EricTheRed283:I wish they would add Disable Wonder option just like they have with Titans. Add that option will make me and others like me be more interested in playing the game. I currently just play for event rewards and the scenario editor for making screenshots of stuff.When I refer to community requests, this is exactly the kind of thing I have in mind. Whats so hard about adding an option for this? So many people asking, and they struggle to do the basics. So its more an issue with the wonders than the spell Fimbulwinter itself. Wonders are extremely expensive and time-consuming to create, and are supposed to be end-game buildings that unlock situations.Honestly, any player who has completed a wonder will always have a huge advantage over the others, no matter which civilisation they choose. Ive almost never seen a player manage to complete a wonder even in a team game, it must happen in low elo where everyone plays ultra passively, but then again thats not the problem with the game its the problem with the players.Fimbulwinter in itself, if its not accompanied by a wonder, is the easiest spell in the game to counter. Nerfering it would be really illogical and would render the pick completely useless. It lasts 15-20 seconds, you press the bell on your forum to bring in the villagers (yes, yes, I think everyone can do it) and thats it. 1 Like I think no one talked about the base fimbul winter. Its always about the wonder empowered one. Strangely some GPs get way more powerful than others with wonder. This is still a balance issue for sure.If someone presses fimbul winter with wonder like 3-4 times in like (at least it feels like it) 5 min. Its not enough to ring the bell all TCs get demolished without real interactivity.I had a couple of these longer games and yes surely I am not a good player but I still want to have fun and sometimes play with others. This shouldnt be a criteria.Especially since its so easy to fix:make the CD much higher even with wonder. The rest can stay the same if there are no better ideas. But thats the easiest and quickest solution. The CD for a global GP is just way too low.And yes, I mention global intentionally cause I would nerf all global GPs for Wonder Age. Like Shifting Sands and Underworld.Wonder Age should be game ending, yes. But it should still be fun and primarily buff myth units and favour costs A new PUP is out! For those who dont want to bother checking them on Steam, Ill paste them here. GAMEStability & PerformanceFixed a crash occurring when trying launch the game when Steam is closed.Fixed a crash in Return of Rome which occured when playing a 8 AI extreme single player skirmish match on ludicrous size map.GraphicsAdded a new running animation for Jaguars.Improved the fire visuals on Tarkans and Elite Tarkans torches.Herdable animals no longer lose their player color upon death.Added a chance for Hunnic Horse to use different Horse graphics instead of always using Horse A graphics.Terrain cracks graphics (eye candy object) can no longer appear above unit graphics.Updated the texture of Ice, Navigable terrain.Fences on Pastures no longer receive outlines when they are behind other buildings.Sheep graphics can no longer turn invisible in Return of Rome.Snow graphics are now correctly displayed on buildings placed on snowy terrain.AudioReduced the volume and frequency of Three Kingdoms hero unit selection and command sounds.Adjusted the variation, frequency and volume of Chicken sounds.The Tarkan attack sound effect has been updated to use an enhanced version of the legacy effect (also known as thump), which is more audible than the previous one.Added a sound alert when queuing and training units with fewer than 5 remaining population.This sound can be disabled in game options.Fixed an issue preventing the Narrator dictating the text in the Technology Tree menu.Narrator will now pronounce character-based words more consistently.Fixed an issue preventing sound mods from functioning.Fixed issues with screen narration handling on the Multiplayer Lobby screen, Quick Taunts Selection screen, Clans screen, Mods screen, Credits screen, Help Index screens, Quick Play and Ranked screens.Cleaned up the menu narration system to improve menu narration.Fixed many minor narration issues.UIAdded negative regeneration rate display on UI for indication of lasting damage applied to the unit.Fixed an issue where an incorrect number of queued farms and fish traps was displayed when having several Mills or Docks selected.Fixed several instances of item display issues in the Technology Tree.Adjusted the frame colors for regional buildings in the Technology Tree to be more distinct from common buildings.The additional anti-building bonus of garrisoned rams is now correctly reflected in values in the attack tooltip.Monks and Warrior Priests with Relics now display all stats on their UI, same as when not carrying Relics.Resource gauge bar is no longer displayed for resources that are not being gathered, preventing it from being shown for decaying animals.Updated Change to Melee Weapon icon and tooltip to be more generic and applicable for both Rathas and Immortals.Fixed an issue where the auto-scout button was not displayed on the UI for animal scout units (Horses and Camels).The auto-scout button is now always located in the same slot as the Stop button.Random map seed is now displayed in the Objectives screen in single player and finished multiplayer games.The map icon is now shown on the loading screen.Added icons for some of the important game settings in the loading screen.Added an indicator on the population count to alert when training units with fewer than 5 remaining population.Removed the Keep icon from the Khitans and Hindustani technology tree.Shipwright marked as unavailable in Huns Technology Tree to match the intended in-game availability.Removed one of the two Transport Ship icons from the Japanese Technology Tree.Removed Arson being displayed as a pre-requirement for Gambeson in Burgundians Technology Tree.Elite Cannon Galleon marked as available in Korean and Vikings Technology Tree to match the intended in-game availability.Two-men Saw marked as unavailable in Armenians Technology Tree to match the intended in-game availability.Livestock killed isnt counted anymore as unit killed in the post match statistics.Fixed accessibility issue with focus handling ensuring that button focus is indicated by button visual style as well as highlight color.Fixed issue where multiple buttons/tabs could appear to be focused at once.Improved navigation hints on the Game Settings screen.Fixed Colorblind Mode not applying to the Scouts tab in campaigns.Increased anti-building bonus damage is now correctly displayed in the attack information tab for garrisoned rams.Fixed issue where the player chat color in the multiplayer lobby was cached from the previous session.Improved the button selection visual display when highlighting the DLC navigation icons on the main menu.Added a text marque to places where the text became very small due to its length e.g. in the Taunts and Diplomacy menusModified Civilization Set dropdown in lobbies to radio buttons for increased visibilityAdjusted the multiplayer lobby so that the player and clan names have a higher contrast ratio to the back ground.HotkeysFixed an issue preventing research hotkeys from functioning when the Select All Lumber/Mining Camps hotkey is the same as Select All Mule Carts.MultiplayerSpectators should no longer be able to see the chosen civilizations before a match starts if the Hide Civilizations setting is enabled.Added a game option to hide full lobbies from the lobby browser.GAMEPLAYGeneralImproved the assisted farm placement behavior to allow placing farms without delay in multiplayer games.Assisted Farm placement properly functions when hovering over all food drop off buildings, including Pastures and Farms themselves.Building Foundation graphics are now semi-transparent until construction commences.Buildings under construction are now able to place gather point.Huntable animals now evacuate quicker from building foundations which construction is about to start.FixesMoving Kings no longer stop shortly after getting attacked.Fixed an issue where the attack increase from power up for units with ranged attack had no actual effect.Town Centers and Gates no longer receive incorrectly multiplied fire damage from attacks of units affected by Red Cliffs Tactics technology.Units tasked to garrison into a building will no longer be immune to ballistics if the building is on elevation and they are not moving in a formation.Pastures placed on amphibious terrain now change the terrain to amphibious.Allowed Town Center foundations to set the gather point before their construction is complete.Units at the front of a selected group will now move directly to a targeted location instead of regrouping.Fixed an issue where Villagers would struggle to follow garrison commands when resources or a narrow space was in the way.Fixed an issue where Villagers would easily get pushed into the opposite direction by colliding herdables.Siege units will now successfully move through narrow gaps, even when issuing the move-command numerous times.Fixed an edge case where units in formation could occasionally move over obstructions such as trees.Fixed an issue where units would ignore shift-click commands if too many were queued at once.Fixed an issue preventing Shift-queued gather points from working when placed on the minimap while holding the Shift key.Stuck villagers or trader carts should always show up as idle now.Fixed an issue where Fire Lancers on Stand Ground would stop when getting close to an enemy building.Improved villager behavior to unstuck themselves when working close together.Fixed an issue where Villagers were unable to steal other players Farms.Fixed an issue that had the cheat Polo reveal map terrain and grid (should be done by the cheat Marco).Fixed an issue preventing the Small Trees option to work correctly with the Enhanced Graphics Pack.Fixed an issue that prevented kings from automatically running away when attacked.Fixed a bug that prevented villagers from being ungarrisoned with the corresponding hotkey.Prevented each pasture from having more than two villagers working on it.Prevented rocket fired from destroyed Rocket Carts from dealing reduced damage.Khitans Mounted Trebuchets now properly receive Team Bonuses affecting Camels.Prevented players from using cheats to spawn Packed Town Centers and Kongmings Lanterns in ranked matches.Fixed an issue where converted Mule Carts for non Armenians/Georgians players could not research technologies.CampaignGeneralLiu Bei 3: The Scholar and the Sandal Maker: The player can no longer have duplicate heroes.Sun Clan 1: The Imperial Seal: Prevented Fortified Towers from disappearing in the fog of war when retaken by the enemy.Tamar 4: Tamar The Builder: The yellow faction Alexios will now correctly recognize the player as their ally.Victors and Vanquished: Mstislav (1203): Replaced Priests with Pagan priests.Balance ChangesGeneralTown Center arrows projectile speed increased from 7 8.Town Center arrows projectile size increased from 0.1 0.15.Fortified Gate pierce armor increased from 6 7.Capped Ram melee armor increased from -3 -2.Siege Ram melee armor increased from -3 -1.Siege Tower cost reduced from 200 wood 160 gold 100 wood 120 gold.Treadmill Crane cost changed from 300 food 200 wood 200 wood 50 stone.Treadmill Crane research time reduced from 50 seconds 20 seconds.Traction Trebuchet conversion resistance increased from 0 3.Heavy Rocket Cart upgrade cost reduced from 800 wood 750 gold 800 wood 600 gold.Skirmisher train time increased from 22 seconds 26 seconds (Elite unchanged).Pikeman bonus damage vs. Mameluke armor class reduced from 11 7.Halberdier bonus damage vs. Mameluke armor class reduced from 11 7.Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers.Fixed an issue where secondary projectiles from Mangonel-line would deal no damage when using attack ground.BohemiansHussite WagonSecondary projectile damage reduced from 4 3.BulgariansKrepostCan now research Elite Konnik upgrade.BurgundiansMilitiaCost reduced from 30 food 30 gold 30 food 25 gold.Spearman armor class removed.CeltsFuror CelticaEffect of additional HP now also applies to Trebuchets.FranksBearded AxeEffect of additional range for Throwing Axemen increased from +1 +2.(Elite) Throwing AxemanTrain time reduced from 17 seconds 13 seconds.Upgrade cost reduced from 1000 food 750 gold 850 food 550 gold.GothsHunters +5 attack vs. wild boar civilization bonus removed.GurjarasFood from Starting Forage Bush civilization bonus increased from 125 175 each.Camel ScoutBase train time reduced from 48 seconds 22 seconds.Attack when reaching Feudal Age increased from 4 5.HindustanisShatagniCost increased from 500 food 300 gold 500 food 650 gold.Khmer(Elite) Ballista ElephantHeavy Siege armor reduced from 20 10.Elite HP reduced from 290 280.Koreans(Elite) Turtle ShipRocket projectile damage adjusted from 6 pierce 4 melee, Elite 8 4 melee.Rocket projectile bonus damage vs. Ships adjusted from +5 0, Elite +6 +1.Magyars(Elite) Magyar HuszarHP increased from 75 80, Elite from 85 90.Attack increased from 9 10, Elite from 10 11.Train time reduced from 14 seconds 12 seconds.PersiansSavarUpgrade cost increased from 1000 food 600 gold 1200 food 600 gold.PolesFolwarkInstant food collection from nearby Farms increased from 8% 10%.PortugueseOrgan GunMaximum range reduced from 7 6 (Elite unchanged).RomansScorpions cost less gold civilization bonus reduced from -60% -50%.SaracensElite MamelukeBase HP reduced from 90 80.Shu ShuLumberjacks generate food in addition to wood collection rate reduced from 10% 9%War ChariotCost increased from 50 food 90 gold 65 food 90 gold.SiciliansSoldiers receive less bonus damage civilization bonus increased from 33% 40%(Elite) SerjeantCost reduced from 60 food 25 gold 55 food 25 gold.DonjonCan now research Elite Serjeant upgrade.Can now research Pikeman and Halberdier upgrade.Spanish(Elite) ConquistadorCost changed from 60 food 70 gold 70 food 60 gold.Wei WeiReceive one free Villager for each Mill, Lumber- and Mining Camp technology changed Receive one free Villager when researching any economic technology.Wu WuMilitary production buildings and Docks provide food when constructed civilization bonus reduced from +65 food +55 food.Jian SwordsmanMelee armor reduced from 3 2.Shock Infantry armor reduced from 1 0.Wild AnimalsWild Chicken CrocodileReceives +5 charge attack with 30 seconds rechargeRunning speed changed from 1.05 0.885Snow Leopard and JaguarRunning speed changed from 1.05 1.19Dire Wolfreceives same stats as Grey Wolf, except for:HP 50Attack 4Regeneration rate 10Rabid WolfHP changed from 30 20Attack changed from 5 3Deals lasting damage to its targets (-15 HP/min for 20 seconds)Receives black glow particle for visual distinctionKomodo DragonDeals lasting damage to its targets (-6 HP/min for 15 seconds)Running speed changed from 1.05 0.885Brown Bear Polar BearHP changed from 25 30Attack changed from 3 4ChroniclesGeneral(Elite) Hoplite:Range increased from 0.3 0.5Melee armor decreased from 2 1, Elite from 3 2Armor aura now gives +1 melee armor for every two nearby (Elite) Hoplites, up to a maximum of +3.Bonus damage against buildings decreased from 4 2Training time changed from 24 to 28 seconds, Elite from 21 25(Elite) War Chariot:Trample damage radius decreased from 0.5 0.4Reload time increased from 1.8 2.0Elite War Chariot upgrade time increased from 50 90Elite War Chariot HP changed from 140 125AchaemenidsStable Technologies research faster bonus no longer applies to Elite War Chariot incorrectlyEconomic Town Center upgrade:Aura radius increased from 8 9 tilesWork rate bonus for nearby Villagers decreased from 15% to 10%Research time increased from 25 50Military Town Center upgrade:No longer applies any effects to nearby buildingsAura radius increased from 8 16 tilesAura now heals nearby military units by 20 HP/min, and increases their movement speed by 15%Defensive Town Center upgrade:Cost changed from 225 stone 50 stone and 100 woodResearch time decreased from 50 15Sparabaras:No longer causes Spearmen to give additional armor to nearby unitsCost changed from 300 wood 200 gold to 350 food 300 goldResearch time increased from 40 50No gives Immortals and Spearmen +2/+1 armorKarda:Technology is now replaced with SagarisSagaris gives melee cavalry units +2 unblockable damage to unitsSagaris costs 600 food 550 gold, and takes 50 seconds to researchAtheniansPolicies:Upgrade scaling cost changed from 50 gold / 100 gold / 150 gold for each successive change to free / 25 gold / 50 goldEconomic Policy:No longer increases Villager workrate by 7%Now increases the gather rate of food from trees by 50%Military Policy:No longer provides a training speed increaseNow decreases the wood cost of military production buildings (except Siege Workshops) by 33%Gold generated from melee unit kills increased from 3 5Naval Policy:No longer provides a training speed increase to archers and shipsGold discount on archers and ships increased from 15% to 20%Iphicratean Tactics:Technology is now replaced with TrierarchiesTrierarchies improves the charge attack of the Monoreme-line, making it recharge faster, deal more damage, and now deal trample damageTrierarchies costs 500 wood and 450 gold, and takes 50 seconds to researchEisphora:Percentage of the Hoplite gold cost replaced with food changed from 33% 50%Cost changed from 600 food and 750 gold 500 food and 350 goldDelian League:No longer increases the movement speed of archers and GastraphetoroiNow makes Ports and Shipyards increase the attack speed of nearby warshipsCost changed from 900 food 600 gold 500 wood 300 goldSpartansHippeus:Hippeis now receive 50% stronger benefits from the Polemarch auraPolemarch:Pierce armor in the Archaic Age changed from 3 1HP increased from 40/55/60/80 through the ages 40/65/80/120Speed changed from 1.15 1.05 in Archaic/Civic Age and 1.15 for Classical/Imperial AgeTrain time changed from 75/60/50 for Civic/Classical/Imperial Age 50/35/25Hippagretai:No longer increases the training speed of PolemarchsEphorate:Polemarch aura healing bonus decreased from 50 HP/min 30 HP/min for any units that previously received this healing rateHealing no longer applies to ships or siege weaponsPolemarch aura radius no longer increases with this technologyMorai:Cost changed from 150 food and 175 gold 100 food and 75 goldXyphos:Now gives +1 attack to Hoplites and the Monoreme-line for every 5 nearby enemies, instead of every 10 nearby enemiesCost changed from 400 food 300 gold 300 food 250 goldKrypteia:Technology is now replaced with AgogeAgoge increases the maximum armor gained for Hoplites from their aura by +1/+1 armorAgoge costs 500 food 400 gold, and takes 40 seconds to researchPeloponnesian League:No longer increases the training speed of shipsFort gold generation rate increased from 20 gold/min 45 gold/minMonoreme-line now receives +5 damage vs Antiquity GalleysCost changed from 700 food 400 gold 700 food 450 goldSiege Engineers is now availableRANDOM MAPSNew MapsAquarena:Sea walls shelter players bases from early aggression, but rich oyster beds and neutral Ports for trading will create a naval struggle across the map.Sardis:Break out of your walled base and seize the burning city of Sardis! Capture the central Trade Workshop to generate extra resources.Graupel:Use your transport ship to quickly reach the mainland and settle your base. Despite the harsh weather, food is plentiful. Keep an eye out for where your opponents may have settled.Stranded:Quickly abandon your starting island to look for more prosperous land nearby. Construct a town center to seize the resource-rich island, but beware of predators lurking in the dense jungles.Mired:Rush out of the boggy lowlands to build your town centre and claim the rich wildlife nearby. But act fast - your enemy is close and aiming to do the same.Border Dispute:With both allies and foes right next to each other, there will be an immediate clash for food in the central swamp. Lure in as many animals as possible to your town center before its too late.Chaos Pit:Trapped in a forest clearing with no gold in sight, youll need to carve a path through dense woods to reach the riches beyond. Stay alert - enemies lurk nearby.Murkwood:Establish your town centre deep within the shadowy swamps. Resources are plentiful, and the surrounding waters teem with fish and wildlife ripe for harvesting.Forest Breach (special map):Some players find themselves trapped within forests, while others immediately clash with their neighbors.Map BalanceFortress:Players no longer receive 2 Kings when playing Regicide mode.Nomad:Fixed an issue where the land could fail to generate.Random Map ScriptingConstants no longer get rounded to integer values when used in math operations.Fixed an issue where the land and amphibious placeholder objects couldnt be placed on unbuildable land terrains.Allowed use of float-format values in land generation commands: land_position, land_percent, left_border, right_border, top_border, bottom_border, circle_radius.Added a new land_conformity parameter for the create_land command.Accepts one integer parameter with values from -100 to 100. The higher the value, the more the additional tiles set by land_percent or number_of_tiles conform to the base_size of the land, therefore not creating huge deviations from the original shape. Negative values actively discourage the behavior.Added Spring Mod TerrainsFixed an issue on Black Forest making resources spawn only around the starting Town Centers.AdditionsAnimals, terrains, trees, oysters, placeholder objects for random maps, and some eye candy objects which were added in previous patches, as well as the new items listed below, are now available in Return of Rome.Added a new type of huntable animal which holds 35 gold and can be gathered without dropping the resourcesRed Fox (1955)Arctic Fox (1958)Added new small unpushable huntable animals:Hare (2098, 2099)Arctic Hare (2100)Added a new herdable animal:Llama B (white variation) (1963)Added a new predator animal: Added new terrains which were previously featured in the Spring Terrains mod:Grass, Flowers 1 (122)Grass, Flowers 2 (123)Snow (Soft) (124)Snow (Soft), Light (125)Snow (Soft), Strong (126)Ice (Soft) (127)AIGeneralSending multiple military explorers no longer causes the exploration to fail.Fixed an issue where civilian explorers would sometimes freeze instead of exploring.Fixed an issue where AI foundations may not get cancelled when sn-disable-defend-groups is used.Fixed an issue forcing AI to repair towers.MODDINGGeneralAdded KEEP_MODS_AFTER_CRASH launch parameter to keep the mods enabled if the previous session has crashed.Added a new ExtendedDifficultyList parameter for custom campaign layout json files; setting it to true enables Easiest and Legendary difficulty options for the campaign.History screen data is no longer hardcoded; now contained in the history.json file in widgetui.The amount of Technology Tree Preview categories is no longer limited to a hardcoded amount. The label widgets for each display category in techtreepreviewpanel.json must now be named LabelN and ItemsN.Allowed stingers (Task 157) to be applied by Projectile (Type 60) units.Fixed an issue where Multiply Resource effect type did not perform the correct action when used in effect amount commands.Spawn Unit effect type used in effect amount commands is now able to spawn gaia-only objects.Unit voices for DLC civilizations (starting from Romans) are now moddable in non-data mods.Added a new flag 16 for Sequence Type graphic attribute to allow reverse playback of the animation.Scenario EditorAdded an option to reset the starting view for the player.Added a reset function to the Options > Set View button.Correctly added Wei technologies data in the Research Technology trigger conditions.XS ScriptingAllowed calling xs functions from technology effects and effect amount commands by setting resource 33 to a positive integer value. This would call xs function EffectFunctionN with playerId argument, where N is the value the resource was set to, playerId is the player who fired the effect which modified resource 33. These functions are stored in a new Effects.xs file.xsTaskAmount, xsTask, xsRemoveTask functions are no longer limited to scenario games.Fixed an issue where object group-targeting tasks added by xsTask function were overwriting the previously added tasks.Added support for all task attributes to be set in xsTaskAmount.Added a new xsResetTaskAmount function which resets all task values set by xsTaskAmount to their default values, avoiding unintentional applying of previously used task attributes.DataAdded support for multiple train location for units.Added support for multiple research location for technologiesNew adjustable parameters for Task 10: FlyCarry Check: Distance the unit is allowed to move from its starting position before picking a new direction to return closerIf 0, no limitSearch Wait Time: Time in seconds that the unit pauses, playing the idle animations, when changing directionWork Value 1: Unit speed multiplier while roamingWork Value 2: Unit ID to avoidWork Range: Minimum distance to the unit to avoid that will be maintained while roamingTerrain: Terrain Table that the unit will be allowed to roam on. If -1, use the units terrain tableMoving Graphic, Proceeding Graphic, Working Graphic: Graphics used for the unit moving around, randomly alternates between themCurrently Working Graphic is unused, and Standing Graphic is used insteadIf none of these is set, use the units normal Walking GraphicUnused Flag: If set to 1, only roam around if the unit is owned by GaiaKNOWN ISSUESUnits firing multiple projectiles will occasionally not fire all their projectiles under some circumstances.This behavior should be improved compared to the previous patch, but still fail under specific conditions. 17 Likes Personal note:Kinda sus that there are balance changes for the BfG civs. 2 Likes Smells like more bfg civs coming? 7 Likes Most likely, yep. A few changes I noticed:The loading screen now shows the map that will be played.The pop count starts flashing once youre close to being housed. 19 Likes FloosWorld:Treadmill Crane cost changed from 300 food 200 wood 200 wood 50 stone.Treadmill Crane research time reduced from 50 seconds 20 seconds.Stone is worth a lot more than food in the long term, but short term, the tech is easier to get. Especially in castle age (if youre doing tower rush or castle drop) FloosWorld:MilitiaCost reduced from 30 food 30 gold 30 food 25 gold.Spearman armor class removed.Cheapest unit in the game now (except maybe karambits, a castle unit). Should be quite spammable, which will make them dangerous (especially if accompanied by skirms) FloosWorld:(Elite) Turtle ShipRocket projectile damage adjusted from 6 pierce 4 melee, Elite 8 4 melee.Rocket projectile bonus damage vs. Ships adjusted from +5 0, Elite +6 +1.Thats a change from pierce to melee damage. Will need to test, but should be a damage increase against fire ships. FloosWorld:Added a new type of huntable animal which holds 35 gold and can be gathered without dropping the resourcesRed Fox (1955)Arctic Fox (1958)Fox hunts - an old past time that is now added to the game. This should be interesting.These things will need to be tested (which is why theyre in a PUP), since things dont always work out in practice as they do in theory (or as people would expect). 4 Likes Lots of great balance changes and QoL improvements overall. I especially liked the Hussite Wagon and Ballista Elephant nerfs. Ive always been concerned about the balance of high HP/armored ranged units. I wish Shatagni itself was nerfed instead of just increasing the cost, but hey, still better than nothing.However, a few of the changes are kinda spotty:No buff for Janissaries? Not even slightly better accuracy, a cost reduction, armor or attack boostanything to compensate for the range loss? This units attack dispersion (at least for the elite version) is still waiting to match the Hand Cannoneer.Another nerf for Organ Guns? Really?Magyar Hussars look way too strong now, not a fan. Same for Sicilian Cavaliers.Still wish the chicken funneling into the TC thing would be fixed. 4 Likes II.Selim:Still wish the chicken funneling into the TC thing would be fixed.Looks to me like it was. At the very least, I wasnt able to get hares or chickens to go around buildings (or building foundations)And turtle ships: their charged attack deals 20 damage to fire ships, but normal attack does 4. So 6 turtle ships can one-shot fire ships. Still not great against them from the looks of it, but I think theyre a fair bit better than they were previously (but I dont know how well they did previously all that well). Funny story - I went to the Steam page to see if I had the achievement for Quetzalcoatl (I didnt, and just earned it tonight) and happened to encounter the PUP patch notes. So I read them a bit before resuming. Man look at this Why do they put more effort in making free patches that in payed dlcs? 6 Likes FloosWorld:Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers.Whaaaaat??? Why did they do that? I dont like this at all! 8 Likes Prevent laming? 20 characters 4 Likes 1 Like Why? Just why? This was a core mechanic of the game. 2 Likes Its still just a preview. If enough people say they dont like it, it can be rolled back. lol, if only the same is true for Wei Shu Wu on ranked 13 Likes Chance of that happening is very low. 1 Like I really like a lot of these changes, especially the throwing axeman buff and the roman scorpion nerf. But I think these will be really overpowered:Flemish Militia - for being a strong melee generalist that is cost effective against both knights and longswords, not having the spearman armor class is kind of insane. Its like a strictly better fire lancer, since it doesnt lose to swordsmen. I plan to try burgundian flemish + archer play in feudal once the patch comes.Magyar Huszar - this unit now beats knights cost-effectively by a mile, while also being able to become a trash unit for a very low tech cost.Serjeant - Now costing only 80 total and being able to beat paladin cost effectively, while having the pierce armor of a paladin, with also the buffs to donjons making it more accessible.Im also somewhat concerned about Sicilian Cavalier, with even less bonus damage taken, and Poles Cavalier, with even better food eco. And I agree that the Organ Gun nerf is really unnecssary. That unit is already overrated. SOTL has a video showing how it already kinda loses to archers, which makes me view it as a worse scorpion. 5 Likes Will coming patch fix issue of Jurchen & Khitan not registry in victory? I like that Franks got buffed after 10 years being nerfed.Good patch in General. Nothing is over buffed or over nerfed.Not sure -3% HP to Ballista elephants will change something but we will see. Id rather reduce the collision with these elephants instead of HP.A bit sad that no change was made for Aztecs to make them more specific. Id make a mechanic for better combination of Jaguar + Monks to make the attack boost of Jaguars less chaotic and complicated. yujiri:Flemish Militia - for being a strong melee generalist that is cost effective against both knights and longswords, not having the spearman armor class is kind of insane. Its like a strictly better fire lancer, since it doesnt lose to swordsmen. I plan to try burgundian flemish + archer play in feudal once the patch comes.Yeah, seems like it. Maybe in next patch, they will get Shock Infantry armor class. Page 2 listen, I dont want to poke too much fun, but the expansion civs being doubled up 3 times is a weird error and strikes me as something possibly AI like (though admitedly no nerfs/buffs to Khitans/Jurchens means no wei to confirm the consistancy further)Will say, and someone did point it out on steam, its disapointing to see Barbarossa not fixed yet especially when similar diplomacy related errors have been fixed.Huntables not spoiling is pretty big. Not sure if the goal is to prevent laming, or make early game boar luring easier (possibly both). Dev notes sorely missed here. 9 Likes FloosWorld:Added a chance for Hunnic Horse to use different Horse graphics instead of always using Horse A graphics.Interesting change perhaps we will see other units with variations? Eg cows Mathusala0TTV:Will say, and someone did point it out on steam, its disapointing to see Barbarossa not fixed yet especially when similar diplomacy related errors have been fixed.Seems like they completely forgot about the og content. Did someone find the new fox and hare in maps? II.Selim:No buff for Janissaries?They need nerf. Turks civ is overpowered 1 Like Mathusala0TTV:expansion civs being doubled up 3 times is a weird errorMaybe while copying from another sheet, the civ icon name also got copied. I found the fox in one of the new maps, Chaos Pit 1 Like TL;DR Patch with good things and with bad things. There are still problems to be addressed in the future, like the Britons FloosWorld:GeneralTown Center arrows projectile speed increased from 7 8.Town Center arrows projectile size increased from 0.1 0.15.Almost 6 years FloosWorld:Fortified Gate pierce armor increased from 6 7.Whatever FloosWorld:Capped Ram melee armor increased from -3 -2.Siege Ram melee armor increased from -3 -1.Was it really necessary? Doesnt it make all pickes&rams pushes even stronger? FloosWorld:Siege Tower cost reduced from 200 wood 160 gold 100 wood 120 gold.Treadmill Crane cost changed from 300 food 200 wood 200 wood 50 stone.Treadmill Crane research time reduced from 50 seconds 20 seconds.This could be interesting FloosWorld:Traction Trebuchet conversion resistance increased from 0 3.Developers are clowns, but this is nothing new now FloosWorld:Heavy Rocket Cart upgrade cost reduced from 800 wood 750 gold 800 wood 600 gold.Did I miss something? Why would it be too expensive? FloosWorld:Skirmisher train time increased from 22 seconds 26 seconds (Elite unchanged).Finally FloosWorld:Pikeman bonus damage vs. Mameluke armor class reduced from 11 7.Halberdier bonus damage vs. Mameluke armor class reduced from 11 7.There is no point, you can also remove the bonus damage altogether. The problem is that they clean the arbalests. Freaking arbalests.So if a dev is reading this, you have to reduce the HP and bonus attack of that UU, and as I said to compensate, you can totally remove the extra bonus attack they receive from pickes. Right now they are more broken than the Mangudai. FloosWorld:BohemiansHussite WagonSecondary projectile damage reduced from 4 3.Other change not required FloosWorld:KrepostCan now research Elite Konnik upgrade.Nice FloosWorld:CeltsFuror CelticaEffect of additional HP now also applies to Trebuchets.It probably fits FloosWorld:Bearded AxeEffect of additional range for Throwing Axemen increased from +1 +2.Eliminate that tech and give it to the elite upgrade FloosWorld:GothsHunters +5 attack vs. wild boar civilization bonus removed.Very very nice FloosWorld:GurjarasFood from Starting Forage Bush civilization bonus increased from 125 175 each.Camel ScoutBase train time reduced from 48 seconds 22 seconds.Attack when reaching Feudal Age increased from 4 5.Why should the camel be even more dominant in feudal age? Already like in Arena its a huge pain for the other 49 civilizations, now it will be even worse FloosWorld:HindustanisShatagniCost increased from 500 food 300 gold 500 food 650 gold.Khmer(Elite) Ballista ElephantHeavy Siege armor reduced from 20 10.Elite HP reduced from 290 280.Right changes FloosWorld:Koreans(Elite) Turtle ShipRocket projectile damage adjusted from 6 pierce 4 melee, Elite 8 4 melee.Rocket projectile bonus damage vs. Ships adjusted from +5 0, Elite +6 +1.Finally, someone started testing the unit FloosWorld:Magyars(Elite) Magyar HuszarHP increased from 75 80, Elite from 85 90.Attack increased from 9 10, Elite from 10 11.Train time reduced from 14 seconds 12 seconds.Other buff absolutely not required. What is a dev a fan of the Magyars? FloosWorld:PersiansSavarUpgrade cost increased from 1000 food 600 gold 1200 food 600 gold.Fair enough FloosWorld:FolwarkInstant food collection from nearby Farms increased from 8% 10%.No. No. No. I like to think that this change was thought up by someone newly recruited who was not in the company 2 years ago. The original Szlachta Privileges is still there. I repeat again, the original Szlachta Privileges is still there. FloosWorld:PortugueseOrgan GunMaximum range reduced from 7 6 (Elite unchanged).But they are fine as they are FloosWorld:RomansScorpions cost less gold civilization bonus reduced from -60% -50%.I would reduce the entire economic bonus from 5% to 4%. But you can also try it this way. FloosWorld:SiciliansSoldiers receive less bonus damage civilization bonus increased from 33% 40%(Elite) SerjeantCost reduced from 60 food 25 gold 55 food 25 gold.DonjonCan now research Elite Serjeant upgrade.Can now research Pikeman and Halberdier upgrade.Zero impact, absolutely useless. The problem of the Sicilians is the economic bonus, and Hauberk.An interesting economic bonus would be that farms can be improved once they are built, and that the UT actually gives +1/+1 to all units of Barracks / Stables units with the old lower cost. FloosWorld:Spanish(Elite) ConquistadorCost changed from 60 food 70 gold 70 food 60 gold.OK? 2 Likes Is this fixed for PS5? Unknown as the PUP is Steam-exclusive. 1 Like Love the new animals! We can have Game of Thrones scenarios Devs! Can you add hippos, giraffes, hyenas, tapirs, pheasants, ducks and dogs and cats (these are like eyecandy) to the game now? Given that hares and foxes have been added! And lionesses. 8 Likes Great Patch! I hope Oysters, Hares and Foxes will feature in more maps! I hope they add these to older campaigns too. I would love more animals too.That was one of the best things in AoE3.Especially Africa and America could use some more animals.And not to forget that we have a Australia map in game, without Kangaroos, wombats, koalas, emus and cassowary 5 Likes The Sardis map uses Persian Architecture to depict destroyed Sardis!Few Issues: Trade Workshop doesnt spawn if King of the Hill mode is selected or Infinite Resources are selected in the game options.It would be a nice touch if the trade workshop also grants the Achaemenids team bonus if Trade Workshop is captured. How are civs without strong halberdiers or camels supposed to counter the new Sicilian Cavaliers?Generic camels and pikes might not work anymore.Monks wont work because of First Crusade.Archers dont work because of 8 pierce armor.Elephants are still there at least. 3 Likes I think Shus Coiled Serpent Array tech should increase White Feathers and Spearman-line attack by 1 for each 10 units grouped together (max 3 for 30), to compensate the lack of Iron Casting and Blast Furnace for counter-cav units and incentivize players to train more White Feathers. Or would this make them OP? 2 Likes II.Selim:How are civs without strong halberdiers or camels supposed to counter the new Sicilian Cavaliers?The sicilian bonus used to be -50% bonus damage. Using brute force units will also work, they are still cavaliers after all. 1 Like Didnt expect the Franks to get a buff, this will make throwing axemen a much better option to replace their mediocre xbows. Aztecs, Vikings, Mongols, Italians, etc., now hardly have an answer to Sicilian Cavaliers. 2 Likes DukeOfLorraine:Didnt expect the Franks to get a buff, this will make throwing axemen a much better option to replace their mediocre xbows.They have buffed HCs so much that they are a better choice in 99% of cases at this moment II.Selim:How are civs without strong halberdiers or camels supposed to counter the new Sicilian Cavaliers?CA, with pathing so obscene playing Cavalier with the Sicilians is a mistake 1 Like They missed this change:ChroniclesWu, Shu, Wei moved to Chronicles and removed from AOE2. 18 Likes Page 3 FloosWorld:Prevented players from using cheats to spawn Packed Town Centers and Kongmings Lanterns in ranked matches.Which cheats were these? KHANATTILA:OK?Conquistadors have been opressive enough fron more than 20 years in castle age, previous nerfs to the unit werent enough, this one make them harder to make in castle age but easier in Imperial. 3 Likes Very mixed feeling on balance.The Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers. change must need to be reverted. There is no need to change the core game mechanics just for the sake of being newer players friendly.Why TC arrow doesnt hit target anymore? Fix that first.Siege Tower buff was good. But other siege buffs seem no need.Skirmisher change feels lazy. Their strength against spearman should have been reduced instead.Franks UT should have been free and they should get a new UT.Poles should lose Crop Rotation, maybe even discounted upgrade for Winged Hussar. Instead they could get cheaper Bloodlines.Burgundians Flemish Militia will probably get Shock Infantry armor class in a few months.Celts absolutely doesnt need another siege buff.Gurjaras Camel Scout buff is over buff. Just the berry bush buff was enough.Magyar Huszar was one of the last unit that needed a buff.Sicilians was a one dimensional civ. And now they are even more one dimensional.Shu - Lumberjacks generate food in addition to wood collection rate reduced from 10% 9%like what the hell is this? Do you really need to balance a civ like this?Other changes are good imo. 6 Likes SMUM15236:The Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers. change must need to be reverted. There is no need to change the core game mechanics just for the sake of being newer players friendly.Yea theyre just making the game idiot proof and just sucking all the character out of it and making everything bland. All these little details that give players different ways to play the game, different skills to develop (like shooting boar from TC without killing it, or laming opponents) theyre just taking all the fun out of the game. And then doing what? Adding stupid bleed mechanics that NOBODY asked for! It makes me so mad! 7 Likes Some good changes, many ok but why changes (food from animals, treadmill crane, rams, siege tower). Good to see they take care of many small things, good for Tarkans, some very welcome nerfs (Hindustanis, Hussite Wagon, Ballista elephants, though this is not enough).Also very nice to see flavour added with new maps, changes to animals. Im a big fan. And they are probably preparing the next Chronicles, which is really nice!And some really weird changes, going purely in the wrong direction, such as buffing:Furor Celtica this is absurdMagyar Hussar?!Folwarki?! I get Poles have issues but this exactly the wrong way to address them!Changes to the Mameluke (including Pikes/Halbs) are strange.Overall, still an alright patch, but it feels there are many balance issues not being addressed:Maybe start really nerfing some top top civs. Some good changes here and there in this PUP, but more is needed.Some redesign (not complete, but one or two bonuses) needed for the Romans, Bohemians, Cumans, Lou ChuanTurtle Ships: unsure this is the right direction now Koreans navy will barely have any weakness. How are we supposed to beat them?By the way, the Chinese navy is bonkers now!Franks feel rather tame (also due to power creep)Khmer should lose HussarSome classic rants: Feitoria, Flemish RevolutionAt last, nothing about 3K and this is the main game issue today. 3 Likes They just need to remove heavy siege armor class and rebalance these units accordingly.Huge HP + high armor on ranged units is the real elephant in the room. 1 Like FloosWorld:Building Foundation graphics are now semi-transparent until construction commences.Am I to insinuate this means no more quick walling or what is more likely, that its just easier to see units on top of a foundation? Can you guys please make Donjon count as a dark age building we can build for going to feudal? It is basically a barracks that shoots arrows already. 11 Likes The sad thing : Barbarossa scenario 5 not being fixed.Burgundian flemish militia loose the spearmen armor class, will they gain another armor class (shock infantry) ?9 new random maps, very good but when the return of the old black forest ?Food from animal killed by military unit not being spoiled. Good thing and this will change the game, but will this be better ?Gold from animal pelt. Why not gold from horn and tusk ? Maybe the rhinoceros and elephants can give food and gold ?Still no Hei guang cavalry for chinese. please give them this unit instead of the knight line.Being able to upgrade unit in sicilian donjon and bulgarian krepost : very good thing !Change with some animals attacks including disease and venom : very good thing !New animals : very good thing !Gathering point for unfinished building : very good thing !Fences on Pastures no longer receive outlines when they are behind other buildings : very good thing !Temujin scenarioAlso some scenarios must be reworked with new assets which are more accurate : Temujin scenario must include monk (with the new shaman skin) instead of AoE1 priest. Also in this scenario the Jin (player 3) must be changed from chinese to jurchen.Karlsefni scenarioKarlsefni scenario must include polar bear instead of brown bear (because there is no brown bear in greenland but polar bear instead). The grey wolf in Baffin island must be changed to arctic wolf. On this island there is also two brown bear, change them to polar bear because there is no brown bear on this island but polar bear. On Baffin island you could also change the deer because there is no deer on this island but reindeer maybe replacing them by the new arctic hare and arctic fox. (For the animal in Labrador peninsula and newfoundland dont change them there are accurate).Finehair scenarioSome arctic fox live in Iceland and Norway mountains. You can add some arctic fox in Norway mountains. Also you can put some in Iceland, maybe removing one of the gold mine.Vinlandsaga scenarioThere is some deer on Greenland (inaccurate because there is no red deer on this island but reindeer) you can replace them with arctic hare. Also putting some arctic hare in Labrador peninsula can be good in addition of the deer still present here. Some arctic fox can be good for immersion.Note : reindeer is really a wild animal who is lacking in this game. 3 Likes First they add 3K to the game, and now they nerf my favorite unit (Organ Gun) a second time within just a month or two.Good time to quit playing. 8 Likes GustavusAdolphus:Good time to quit playing.Bye ! All the best ! Kind Regards, 1 Like KHANATTILA: FloosWorld:bonus damage vs. Mameluke armor class reduced from 11 7.Halberdier bonus damage vs. Mameluke armor class reduced from 11 7.There is no point, you can also remove the bonus damage altogether. The problem is that they clean the arbalests. Freaking arbalests.So if a dev is reading this, you have to reduce the HP and bonus attack of that UU, and as I said to compensate, you can totally remove the extra bonus attack they receive from pickes. Right now they are more broken than the Mangudai, and you decided to buff them even more? No sense.No mameluk very strong, useful lack if compare with mangudail but they better all others unit, include archer, need something counter mameluk. But now I see nothing no bonus damage to camel??? Ok WTF is going on reverting the Poles Folwark rate? FE is forgetting that pre nerf Poles had like 60% WR on closed maps at any ELO and all pros were complaining the civ was absurd to play against??If we are going to revert that change, then we need to:Remove Crop RotationSzlachta Privilieges cost raised from 500f 300g to 700f 300g.Lechitic Legacy effect reduced from 33% to 25%.But why not even bother to give Folwark 10 garrison space, problem with the civ is how easy to raid their farmers on open maps (that translates in their poor perfomance currently) instead of just reverting that change? 7 Likes Que gather points from buildings still not toggleable to turn off Once again Turks are ignored. LoLBut oh no, they are great at Arena. Yes yes, you are right. 2 Likes I hope they allow upgrading Huskarls and Tarkans from Barracks and Stables respectively for Goths and Huns. 2 Likes KHANATTILA: FloosWorld:Capped Ram melee armor increased from -3 -2.Siege Ram melee armor increased from -3 -1.Was it really necessary? Doesnt it make all pickes&rams pushes even stronger?Given that capped and siege rams are only available in imperial age (except for Cumans), this is a late game change. Pike/ram will be stronger, but most of the time players will often reach 200 pop before this is relevant. And it mainly makes rams more resistant against villager pulls. FloosWorld:Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers. FloosWorld:GothsHunters +5 attack vs. wild boar civilization bonus removed.Seems to me like the Goth bonus was only a downside when it removed the food from wild boars. With the TC no longer spoiling the food, the removal of the Goth bonus seems unnecessary - though it does have some uses with laming and maps with lots of boars. II.Selim:How are civs without strong halberdiers or camels supposed to counter the new Sicilian Cavaliers?Generic camels and pikes might not work anymore.Monks wont work because of First Crusade.Archers dont work because of 8 pierce armor.Sicilian units might be less vulnerable to their typical counters, but they lack the power that other civs power units tend to have. II.Selim:Aztecs, Vikings, Mongols, Italians, etc., now hardly have an answer to Sicilian Cavaliers.Monks will still work well in castle age (especially before first crusade can be researched). Vikings should be using their strong eco bonus to win earlier in the game (in most matchups really). Italians can use gen-bow with hussar meat shield (even with less bonus damage, theyll still deal solid damage against Sicilian cavalry). I dont play Mongols all that much, but I think they can simply use their own cavalry to great effect. SMUM15236:The Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers. change must need to be reverted. There is no need to change the core game mechanics just for the sake of being newer players friendly.Why TC arrow doesnt hit target anymore? Fix that first.Skirmisher change feels lazy. Their strength against spearman should have been reduced instead.Shu - Lumberjacks generate food in addition to wood collection rate reduced from 10% 9%like what the hell is this? Do you really need to balance a civ like this?This looks like a comment you made on a Youtube video. And I responded there as well, but to reiterate what I

said: I dont think military units/buildings spoiling animals food is a core game mechanic (a quirk of the game, but not core). TC changes seems to be an attempt to make them hit more often - maybe test that change out before demanding a fix that may have already been made. Skirmisher change is targeted at higher elos, where their high pierce armor and spammability is getting abused in Feudal age, but outside of that skirmishers are a pretty weak unit. This change targets their early spammability, but will have minimal impact at lower ELOs (where they arent particularly powerful). The Shu change is likely because the Shu are a top civ by winrate - this will weaken them a tad, but shouldnt be an overnerf.If Gurjara early game is too strong now, that can be adjusted based on feedback. But it does seem like a change that will give them their own niche in the game. But with how slow berries gather (slower than farms) and the facts Gurjaras are one of the weakest civs in the game, I doubt the berry buff by itself would be enough.Some of the changes are questionable, but I believe that is why this is a PUP: so that any questionable changes can be tested out. 2 Likes All these balance changes and bug fixes, but they cant fix the bugged alliances in the Barbarossa campaign? 4 Likes FloosWorld:Allowed Town Center foundations to set the gather point before their construction is complete.Units at the front of a selected group will now move directly to a targeted location instead of regrouping.Fixed an issue where Villagers would struggle to follow garrison commands when resources or a narrow space was in the way.Fixed an issue where Villagers would easily get pushed into the opposite direction by colliding herdables.Siege units will now successfully move through narrow gaps, even when issuing the move-command numerous times.Fixed an edge case where units in formation could occasionally move over obstructions such as trees.Fixed an issue where units would ignore shift-click commands if too many were queued at once.Fixed an issue preventing Shift-queued gather points from working when placed on the minimap while holding the Shift key.Stuck villagers or trader carts should always show up as idle now.Excellent set of useful changes. FloosWorld:GeneralTown Center arrows projectile speed increased from 7 8.Town Center arrows projectile size increased from 0.1 0.15.Fortified Gate pierce armor increased from 6 7.Capped Ram melee armor increased from -3 -2.Siege Ram melee armor increased from -3 -1.Siege Tower cost reduced from 200 wood 160 gold 100 wood 120 gold.While these might still need to improve, excellent changes to start. Great to see them address major issues in the game that havent been addressed in a long time. (Including the skirm change) FloosWorld:Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers.Does it mean we can kill animals with tc and gather food from it?If so its a great change for low apm players. FloosWorld:BohemiansHussite WagonSecondary projectile damage reduced from 4 3.BulgariansKrepostCan now research Elite Konnik upgrade.BurgundiansMilitiaCost reduced from 30 food 30 gold 30 food 25 gold.Spearman armor class removed.Neat, small yet impactful set of changes in the right direction. All those civs might need more changes in the future but this is a good start. FloosWorld:CeltsFuror CelticaEffect of additional HP now also applies to Trebuchets.FranksBearded AxeEffect of additional range for Throwing Axemen increased from +1 +2.(Elite) Throwing AxemanTrain time reduced from 17 seconds 13 seconds.Upgrade cost reduced from 1000 food 750 gold 850 food 550 gold.Niche but decent. FloosWorld:GothsHunters +5 attack vs. wild boar civilization bonus removedAnti laming change, not necessary but could be ok. FloosWorld:GurjarasFood from Starting Forage Bush civilization bonus increased from 125 175 each.Camel ScoutBase train time reduced from 48 seconds 22 seconds.Attack when reaching Feudal Age increased from 4 5.Glad they realized its a shit civ now and decided to buff it. 100 extra food from berries is not much of an advantage but could help them delay farming for a min in the early feudal age.Camel scout change should also be quite useful when theyre on their way to castle age against knight and CA civs. Again these changes wont be enough but its a good start. FloosWorld:HindustanisShatagniCost increased from 500 food 300 gold 500 food 650 gold.Khmer(Elite) Ballista ElephantHeavy Siege armor reduced from 20 10.Elite HP reduced from 290 280.Wasnt needed but maybe good for TGs. FloosWorld:Magyars(Elite) Magyar HuszarHP increased from 75 80, Elite from 85 90.Attack increased from 9 10, Elite from 10 11.Train time reduced from 14 seconds 12 seconds.Glad they restored OG Magyar Huszar stats. Its now significantly better than going for stable Hussars. FloosWorld:PolesFolwarkInstant food collection from nearby Farms increased from 8% 10%.Would have been fun if this change came along with the DLC. Nevertheless Im glad Poles are great again. FloosWorld:PortugueseOrgan GunMaximum range reduced from 7 6 (Elite unchanged).Very good phosphorus nerf and a nice change for closed maps. FloosWorld:RomansScorpions cost less gold civilization bonus reduced from -60% -50%.SaracensElite MamelukeBase HP reduced from 90 80.Completely unnecessary. FloosWorld:SiciliansSoldiers receive less bonus damage civilization bonus increased from 33% 40%(Elite) SerjeantCost reduced from 60 food 25 gold 55 food 25 gold.DonjonCan now research Elite Serjeant upgrade.Can now research Pikeman and Halberdier upgrade.The push to force players to do Donjon rush is nice but they need to be significantly better than towers from feudal age. Id recommend starting with +2 building or stone defense armor to take 2 less damage from vills compared to generic towers and +1 extra attack against stone defense armor to do upto +5 damage in a tower vs Donjon fight. FloosWorld:Wei WeiReceive one free Villager for each Mill, Lumber- and Mining Camp technology changed Receive one free Villager when researching any economic technology.Could be quite strong if Loom is included in this, decent minimalistic change otherwise. FloosWorld:Wu WuMilitary production buildings and Docks provide food when constructed civilization bonus reduced from +65 food +55 food.Jian SwordsmanMelee armor reduced from 3 2.Shock Infantry armor reduced from 1 0.Not a fan of many nerfs to new civs. So for this and Shu I guess its somewhat in the right direction but Id have preferred one change at a time.Overall Id say its a great patch. Poles being the overall winner. Addressing the feudal skirm imbalance, castle drop into gunpowder uu, feeble tc defense, bugged mangonels and fixing some of the awful pathing behavior, are excellent. Excited for the patch to go live. FloosWorld:Added new terrains which were previously featured in the Spring Terrains modIm really pleased to see these finally being added as standard terrains. There was a shallow water terrain in the Spring Terrains mod as well has this also been added, or is it still missing?The new animals seem like a nice addition as well. PeakHornet46539:pheasantsId really like to see some more galliform birds, functionally the same as wild chickens, but appropriate to different regions. Id suggest pheasants, grouse, guinea fowl, and curassow. That would give us an appropriate huntable bird for most regions represented in the game, I think.By the way, is that a new deer variant in the screenshot you posted? 2 Likes Page 4 Nope thats a variant of the llama, white version. We need Alpacas added as they would be gold harvestable animal like foxes, the model can use a redone Alfred Alpaca. TommoChocolate:Im really pleased to see these finally being added as standard terrains. There was a shallow water terrain in the Spring Terrains mod as well has this also been added, or is it still missing?Nope, the Spring Season shallow water was not added in this PUP. Devs, can you add this in the July patch please? 4 Likes I appreciate this ambitious big patch. Thank you. Their are just a few things I dont like which have mostly been addressed by previous posters.But overalls I am just glad Microsoft dev to still work on the game. Thanks, also I feel like you read some of our forum post discussion and included it in this patch.Pls consider rethinking these:-Poles folwark buff, instead give it garrison space, dont repeat the 60% winrate from 2 years ago.-rams buff, why?-organ gun nerf again?? You make the unit useless in castle and it isnt even strong in imperial age compares to most other UU. Heavy Scorpions are better. Atleast, give the elite unit one more range.-maghyar hussar will be busted like this. Hera suggested to not buff the attack too. I agree.-hindustani should just lose the gunpowder armor bonus instead of shatagi cost buff. You changed nothing about their hc absurd final stats-flemiah militia maybe do just one buff at a, time? Removing bonus dmg they receive is enough, dont change the cost too. 3 Likes I wonder if Ill ever hear my jingle on an unranked lobby ever again without having to be the host FurtherLime7936:Conquistadors have been opressive enough fron more than 20 years in castle age, previous nerfs to the unit werent enough, this one make them harder to make in castle age but easier in Imperial.But how much does it move? 1 vill less to gold and 1 vill more to food? Because we are talking about something like this. Better than nothing, I suppose, but it is what it is Kamandaran:Yea theyre just making the game idiot proof and just sucking all the character out of it and making everything bland. All these little details that give players different ways to play the game, different skills to develop (like shooting boar from TC without killing it, or laming opponents) theyre just taking all the fun out of the game. And then doing what? Adding stupid bleed mechanics that NOBODY asked for! It makes me so mad!Dont you hear the complaints of the newcomers? WHy CaN yOu StIlL PuSh DeErS? I liked the patch overall and was very happy to see the hard work put in by the developers. First, Id like to thank the developers, and then Id like to mention some of the things I liked about the patch, and a few things I didnt like.My favorites:I strongly support the strengthening of TCs. Its a very sensible buff. There should be a penalty for being under TC, especially in the second age.The ram also needed reinforcement. It was very vulnerable to the villagers.Skirms definitely needed a nerf. Especially after a certain level, we see everyone just do skirms, and its boring! I hope this is the right nerf, well test it and see.Im pretty happy with the Sicilian buff and the Mameluke nerf, I think theyre spot on.Also, taking care of animals has always been a lot of fun. And improvements to the interface are always welcome; the developers never do anything bad with it. But were still lagging behind in the interface. Im especially eagerly awaiting an improved Ranked interface and an interface with some sort of ranking system (sergeant, captain, general) based on Elo rating in the future.I really liked the Romans scorpion nerf. I think its still not enough, it should be reduced to 40%.What I dont like:The fact that animals killed by the Town Center and soldiers can now be eaten is my least favorite feature. I absolutely do not want this feature. Its an attack on players micro-skills and limits certain strategies. If a player cant pull a pig, they should be punished. Small details like this are what ultimately add up and make the difference in Elo. Moreover, sometimes even pro players can have the Town Center kill the pig. This is a nice gameplay detail that requires constant attention. Please dont mess with this; its a 25-year-old mechanic. Yes, it can be tedious until new players get used to it, but once they do, it becomes incredibly fun. I couldnt do it at first either, but once I got the hang of it, I was so happy. Everyone should try. Simplifying this game can make it more boring.I still think the War Chariot is useless and underpowered. I dont approve of the nerf it received. I think Rathas are much more problematic when they use FC tactics.The reduced range of the organ gun can make it a bit useless.Thats all I have to say. I hope you enjoy my analysis and agree with me. I love our community and thank our developers again. 1 Like Great change that food from animals killed by military units no longer gets spoiled. This is a strategy game, not some weird and overly complicated animal-luring game. Nothing stops anyone from still using the TC trick if they didnt like the change.Also, no Conquistador nerf please. A Castle Age unique unit must bring enough value to justify the 650 stone cost, all the risks of mining stone early, and all the opportunity costs. If they could be countered too easily, then why would anyone bother training them over generic units that are way easier to get into?They shouldnt be broken, of course, but they should be a bit harder to deal with than other units. 1 Like KHANATTILA: FloosWorld:SiciliansSoldiers receive less bonus damage civilization bonus increased from 33% 40%(Elite) SerjeantCost reduced from 60 food 25 gold 55 food 25 gold.DonjonCan now research Elite Serjeant upgrade.Can now research Pikeman and Halberdier upgrade.Zero impact, absolutely useless. The problem of the Sicilians is the economic bonus, and Hauberk.An interesting economic bonus would be that farms can be improved once they are built, and that the UT actually gives +1/+1 to all units of Barracks / Stables units with the old lower cost.This (20 characters) 1 Like Horapallas:And they are probably preparing the next Chronicles, which is really nice!Or planing to add them in the main game like Ornlu predicts This patch feels like it has its priorities on its head.Who on EARTH asked for each animal to do different things!? Like, just keep the ones in matching size-ranges doing the same things. This is just weird and makes the game more complicated for very little gain.Food from military unit kills feels weird and Im not sure why.Bulgarians getting a buffthey have a 53% winrate. Not sure if they need that.Persians having a 50% winrate, yet getting a nerfwat?BfG civs getting changes in a public update patchthat seems worrying. Like, if it was just done, that would be fine. But what player is testing these?BfG themed maps. What?Buffing the hell out of Poles by putting them back to broken numbers.Arctic animals. Im not going to say no to new animalsbut we just got a load, and now a bunch from a part of the world only 1 civ can reach. Was this really a high priority with other important problems that need fixing?Meanwhile: No Barbarossa fixes. Whatever was going on with the Tanguts in Genghis Khan 3 is still unaccounted for. No addressing the 3K disaster. No fixing the fact Town Centers cant hit the broad side of a barn. No voice lines for Khitans & Jurchens. 5 Likes Maybe The more civs regional unique unit skin and unique unit reworks to update need A request to the officials devs 9 Likes Tyranno13:Bulgarians getting a buffthey have a 53% winrate. Not sure if they need that.Great, now look at tournaments, the civ is close to be just unused. Tyranno13:Persians having a 50% winrate, yet getting a nerfwat?Even Hera said so, Persians in TGs are wayy too strong because how easy is to tech into Savar, and face it, 1000f for a paladin that win vs ordinary paladins while being a monster vs archers and raiding, and being very easy to mass from multiple stables was a joke. 6 Likes Bulgarians finally get a buff. But it doesnt seem to change much. FurtherLime7936:Great, now look at tournaments, the civ is close to be just unused.Yeah, its really sad, especially since they have a top-tier Castle design now. MeteBaskan:The reduced range of the organ gun can make it a bit useless.Yea this also sucks. 4 Likes MeteBaskan:The reduced range of the organ gun can make it a bit useless.They are crazy strong to deal with tho at mass. Takes a lot longer to tech into Mangos or other counters. Even takes so less resources spent to play. Tyranno13:Arctic animals. Im not going to say no to new animalsbut we just got a load, and now a bunch from a part of the world only 1 civ can reach. Was this really a high priority with other important problems that need fixing?Maybe the next DLC will be a Vikings or Slavs split of some kind and they will have the northern tier of Eurasia represented and want to start including animals now? I find this to be a lower possibility, even with Slavs most of what needs split from the Slavs is more in the Balkans region (Serbia) (maybe if they did a Balkans DLC and changed the current Slavs to the Rus, theyd make the campaign Alexander Nevski, with Novgorod being in the northern tier it could have winter scenerios with winter animals) and I dont think a Vikings split is necessary, but who knows.Or maybe its just because they have winter-themed multiplayer maps and want regional animal variants for those? Who knows AlphaCreator727:Or planing to add them in the main game like Ornlu predictsI reeeeally hope this is wrong, but after Ornlu calling the 3 kingdoms content I find it hard to just blow it off ngl 5 Likes I wouldnt mind chronicles and main game merged to be honest. bigbossbro08:They are crazy strong to deal with tho at mass. Takes a lot longer to tech into Mangos or other counters. Even takes so less resources spent to play.Yea but they require castles. Page 5 Revert the Siege Engineers affecting ships decision for two great benefits:Teuton Castles, Turk Bombard Towers, and Korean Towers were not designed to be outranged and quickly taken down by non-elite Cannon Galleons. Its not fair to diminish these civs range bonuses.Siege Engineers affecting ships could be used as a cool bonus for a future naval civ. Organ gun why reduce they range again, from previous nerf they are more weak, and Goth why take that bonus from them. :v oyyy Goth and portu now really bad 1 Like What if they also removed the Organ Guns minimum range penalty? 1 Like PeakHornet46539:Nope thats a variant of the llama, white version.No, not the llamas. Theres a deer in your screenshot, in between the foxes and hares. It looks different from what I thought standard deer look like I think it might just be that Im not used to seeing them so zoomed in though. PeakHornet46539:We need Alpacas added as they would be gold harvestable animal like foxesNot sure what youre getting at here. Alpacas are should be herdable since theyre domesticated. Why would they give gold though? Selling the wool? But you dont kill an alpaca to get its wool Tyranno13:Who on EARTH asked for each animal to do different things!? Like, just keep the ones in matching size-ranges doing the same things. This is just weird and makes the game more complicated for very little gain.I dislike this kind of change. It adds more complexity without adding more fun or actually improving gameplay. This is the kind of change that game developers should deliberately steer clear of. Tyranno13:Food from military unit kills feels weird and Im not sure why.I agree. On the other hand, I think its weird and inconsistent that food from animals doesnt spoil if theyre killed by ungarrisoned villagers, but does spoil if theyre killed by the same villagers garrisoned in a town centre. Tyranno13:Arctic animals. Im not going to say no to new animalsbut we just got a load, and now a bunch from a part of the world only 1 civ can reach.Two civs, I think, for the arctic fox (Vikings and Slavs). But yes, weird choices. Velk413:Maybe the next DLC will be a Vikings or Slavs split of some kind and they will have the northern tier of Eurasia represented and want to start including animals now?Just going to point out that arctic hares are American. As far as I know, there are no white hares native to Eurasia (except albinos, I suppose).That said, I dont think this is an indication of an upcoming Viking split or North American expansion. Like the new assets, including things that were suggested not too long ago, such as event mod terrains, additional animals, and more love for Return of Rome.Regarding the Donjon, I wish the non-attacking Donjon would get a Dark Age skin. It looks rather advanced compared to other Dark Age buildings. The Folwark even has the three different skins, so the Donjon could have two.Highly doubt that they would add the Chronicles civs to regular ranked multiplayer, how would they justify that? But I would not be too surprised if the next Chronicles episode also added one or two campaign-less medieval bonus civs for use in ranked multiplayer, following the Romans, Khitans and Jurchens, so that the DLC is not irrelevant to MP-only players. TommoChocolate:Just going to point out that arctic hares are American. As far as I know, there are no white hares native to Eurasia (except albinos, I suppose).And hares with winter fur. But yeah, those are not arctic hares (though the latter could be used as a stand-in for hares with winter fur by scenario designers). 1 Like Grandy02:Like the new assets, including things that were suggested not too long agoSince when Persian Architecture is being suggested? And how much longer Devs will continue to dodge the suggestion? 2 Likes AlphaCreator727:Or planing to add them in the main game like Ornlu predicts3 months ago I wrote:Which makes me wonder is it not that they want to add Achaemenids / Athenians / Spartans in ranked as well? I mean, they keep popping up in the regular game tech treeIf this is true, its a good time for me to uninstall the game after about 3750 hours of play. 1 Like Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers.This is HORRIBLE, please reverti made a topic about this: Hello everyone, I am Falutier321, ~1600 1v1 rating, having played over 6000 games on DE since its release. In my opinion, the change for Town Centers and miltary units beeing able to kill animals so that the food is NOT lost is a truely terrible change for the game. a) Not everyone likes laming, I get it, but beeing able to kill hunt is CRUCIAL and surely part of the game on maps like Socotra or BF teamgames. Laming is part fo the game especially in the Pro scene in tournament games. I person 3 Likes Its not in the PUP notes, but it has been fixed.Also Tanguts in Genghis Khan 3 finally are Khitan(guts). 5 Likes SergioNieves604:Also Tanguts in Genghis Khan 3 finally are Khitan(guts).HA! They likely kept that quiet because they knew how divisive that stinking civ is. 2 Likes Tyranno13:HA! They likely kept that quiet because they knew how divisive that stinking civ is.Well, its obvious now that the umbrella was intentional and not a result of poor research. Praise the spaghetti monster for the Barbarossa mission fix then!I like the anti-laming changes. Meat is meat, why shouldnt it be gatherable because it was killed by enemy or TC. I know its a game and its a contraversial change, but it didnt make sense and favored boring annoying strats over proper military and eco strats.A proper laming function would be that military units can carry away some meat after a kill, but it reduces their speed and attack, so there is a trade-off to lames. 2 Likes Apocalypso4826:Well, its obvious now that the umbrella was intentional and not a result of poor research.Yay! We love malice over incompetence -_- 3 Likes Grandy02:Highly doubt that they would add the Chronicles civs to regular ranked multiplayer, how would they justify that?We are pleased to announce that Achaemenids, Athenians and Spartans are now available in ranked multiplayer. No justification required. (I should stress that I think this is an absolutely terrible idea. Its bad enough that theyre now eternally in the scenario editor civilisation menu, and that they have so many medieval technologies available to them.) Grandy02:And hares with winter fur.Whoops, good point. I hadnt realised some species of hare (though not the European hare Im mostly familiar with) did that. Still, these hares are labelled as arctic hares.I suppose the game already has Komodo dragons all over south east Asia and wild chickens [sic] that looks like domestic chickens literally everywhere, so why not arctic hares in Eurasia? (Once again, I should stress that I think this is a bad idea.) TommoChocolate:No, not the llamas. Theres a deer in your screenshot, in between the foxes and hares. It looks different from what I thought standard deer look like I think it might just be that Im not used to seeing them so zoomed in though.The regular deer. though the devs need to resize them. Theyre smaller than boars, gazelles and llamas. They should be larger. Btw has anyone tested whether farms can be stolen again? Just played an Arabia game against Bulgarian extreme AI and came across a bug where all their skirmishers tried to attack, but their attack animations stopped right before launching their javelins resulting in no projectiles being released and no damage dealt. Hi Dev, while you are at it, can you please fix how konnik and dismounted konnik, when selected in a group, will get all mixed up - you know, when there are multiple kinds of units, when they are selected in a box, they will be ordered by type, and you can easily see how many units of each type are there. NOT for Konniks When they are selected in a box, there will be like 3 konnik, then 5 dismounted konnik, then 4 konnick, then 2 In the heat of battle, it is impossible to really know whos there and whos not 1 Like Also, all the pros who are complaining about killing boar - remember this is Age of Empires, not Hunter of Boars. We emperors or generals are not really interested in managing how one single boar is killed (and then lose the game). 8 Likes kaaaboooom:remember this is Age of Empires, not Hunter of Boars.I will have you know that a boar should be killed with a clean weapon! Not the same blade you used to disembowel Jeremy the guard!One should practice good kitchen cleanliness. 5 Likes Page 6 Really wish the civs representing the Three Kingdoms gets moved to the Chronicles while Tanguts gets added to the AoE2 base game. 12 Likes DynasticPlanet5:Smells like more bfg civs coming? FloosWorld:Most likely, yep.What ifWE decides to move the 3K into the chroniclesWE decides to move chronicles into ranked and tournamentsboth would be a very cool and basically unprecedented moves, and would show a strong resolution on their partbut the second option would be an absolute disaster and a middle finger to us 1 Like SMUM15236:Skirmisher change feels lazy. Their strength against spearman should have been reduced instead.It will be at least a year since the pro scene has been calling for exactly this change. And honestly, the fact that even in maps like Land Madness you can play Spear + Skirms had become too ridiculous 3 Likes TrustfulMango90:What ifWE decides to move the 3K into the chroniclesWE decides to move chronicles into ranked and tournamentsWont happen. Chronicles is CaptureAges baby and they wont touch it at all.Likewise wont happen. Id rather see a separate Chronicles ladder the more civs get added as a ladder with 3 civs initially didnt made much sense. 3 Likes FloosWorld:Units at the front of a selected group will now move directly to a targeted location instead of regrouping.Lets see if this makes the melee engagements better if the opponent blocks you of. FloosWorld:Siege Tower cost reduced from 200 wood 160 gold 100 wood 120 gold.This might be a bit too much. I also think the biggest issue is still how they currently work - its easy for the opponent to trap your units with multiple way layers. But ofc if you can surprise them the cheaper cost may be neat. FloosWorld:BurgundiansMilitiaCost reduced from 30 food 30 gold 30 food 25 gold.Spearman armor class removed.I think just removing the spearman class would be enough. In general I dont like doube buffs/nerfs cause if it turns out overtuned you dont even get to learn what of the changes had that impact. FloosWorld:Camel ScoutBase train time reduced from 48 seconds 22 seconds.Attack when reaching Feudal Age increased from 4 5. FloosWorld:Food from Starting Forage Bush civilization bonus increased from 125 175 each.Idk. I would have liked to see something specific to the chicken maps. Ofc you can argue that on the maps without chickens they wont take the berries preferrably. But its still 100 free food extra, which is worth like 40-60 W, depending on the game stage. Gurjaras will greatly benefit and become top tier on non-chicken generations again. FloosWorld:Magyars(Elite) Magyar HuszarHP increased from 75 80, Elite from 85 90.Attack increased from 9 10, Elite from 10 11.Train time reduced from 14 seconds 12 seconds.Again. Just one of them at a time would be sufficient. Magyar Huszar are already a good UU. FloosWorld:PolesFolwarkInstant food collection from nearby Farms increased from 8% 10%.I see it similar to most others. The Poles food eco is already strong enough. Theyd need something better to protect it. The issue with this design is if poles arent punished for their greed - which they need to go for - they just boom away and become unstoppable at some point. Its too volatile and potentially oppressive. FloosWorld:Shu Shu FloosWorld:Wei Wei FloosWorld:Wu WuNice balance tweaks. Still moderate, but they go in the right directions with the civs. I especially like targeting the eco bonusses of the civs which may have been (intentionally) mistuned at the beginning and now brought to the balanced state. Its exactly how I would approach new civs and for me it also looks like the playerbase which isnt prejudicely against 3K rewards this with picking the civs. trying them out and getting used to them.Shu could use some spice still. They are a good civ, but they are somehow a bit too smooth instead of having spicy distinct bonusses. Thats imo why pros usually prefer other Archer civs which have these spicy bonusses.In general I like most of the balance changes. Some stuff like the not decaying animals i find a bit too generally impactful for the assumed intentions behind them.Especially the Skirmisher nerf to me looks like a quickshot that isnt respecting the important role of Skirms especially in the early game. And as Elite Skirms are unaffected in a lot of cases the Skirm opener metas dont even change. But I discussed that already in a separate topic. The current pathing situation is disfavorable for Melee units. But it was once the other way around. This changes every 1-2 years. And if the melee units get to be favored again the Skirm nerfs will backfire even more. Better work on the root of the issue than try to balance on the symptoms. Its really hard to take good melee engangements currently, especially against skilled opponents with ranged units. Thats the real issue. If solved, the Skirm meta will vanish. Still nothing fixing the broken achievements Geojak92:Poles folwaek buff, instead give it garrison space, dont repeat the 60% winrate from 2 years ago.25 other civs have been buffed since then, so it will be fine. Geojak92:rams buff, why?Because unless youre Celts or Cumans theyre nearly useless now. Geojak92:organ gun nerf again?? You make the unit useless in castle and it isnt even strong in imperial age compares to most other UU. Heavy Scorpions are better. Atleast, give the elite unit one more rangeIts no where close to being useless, change makes them more vulnerable to mangonel ground attacks and redemption monks which is fine. Geojak92:maghyar hussar will be busted like this. Hera suggested to not buff the attack too. I agree.Unit isnt that much better than stable Hussars otherwise. But the number of times he made Magyar Huszar in his tournament games so far is siiiiiiro literally zero. He doesnt play melee unique units at all and for a very good reason. Given Magyars are a zero eco bonus civ this is a great change. casusincorrabil:This might be a bit too much. I also think the biggest issue is still how they currently work - its easy for the opponent to trap your units with multiple way layers. But ofc if you can surprise them the cheaper cost may be neat.Its barely enough. 120 gold is still ridiculously high for a transport unit. casusincorrabil:think just removing the spearman class would be enough. In general I dont like doube buffs/nerfs cause if it turns out overtuned you dont even get to learn what of the changes had that impactId agree in general but Burgundians are one of the worst performing open map civs. So maybe this is fine in that context. casusincorrabil:I would have liked to see something specific to the chicken maps. Ofc you can argue that on the maps without chickens they wont take the berries preferrably. But its still 100 free food extra, which is worth like 40-60 W, depending on the game stage. Gurjaras will greatly benefit and become top tier on non-chicken generations again.Extra but not faster food from berries is a very mediocre bonus. At best it would move them from bottom 5 to bottom 15. casusincorrabil:Again. Just one of them at a time would be sufficient. Magyar Huszar are already a good UU.These are 3 very small changes, so its fine. Something like +20 hp or +1 p.armor will be a much bigger change than all these 3 combined.Its a decent uu but not a significantly better option when compared to their cheaper light cav. Unique units need to be significantly different and better than their generic alternatives to be usable. casusincorrabil:see it similar to most others. The Poles food eco is already strong enough. Theyd need something better to protect it. The issue with this design is if poles arent punished for their greed - which they need to go for - they just boom away and become unstoppable at some point. Its too volatile and potentially oppressiveAgain, its a bottom 5 civ. By design the civ is supposed to get extra food, defend its folwark eco with extra military. The problem is 8% isnt good enough. When OG Poles had 10% instant food, 20+ other civs were significantly weaker and hence it made Poles appear overpowered. Right now with a whole bunch of buffer civs, this bonus should be fine. The unstoppable point is due to 60% discount on knights from UT. If at all any change is needed Id go for reducing that to 40%. casusincorrabil:Nice balance tweaks. Still moderate, but they go in the right directions with the civs. I especially like targeting the eco bonusses of the civs which may have been (intentionally) mistuned at the beginning and now brought to the balanced state. Its exactly how I would approach new civs and for me it also looks like the playerbase which isnt prejudicely against 3K rewards this with picking the civs. trying them out and getting used to them.Shu could use some spice still. They are a good civ, but they are somehow a bit too smooth instead of having spicy distinct bonusses. Thats imo why pros usually prefer other Archer civs which have these spicy bonusses.Thats a wrong approach which would eventually lead to too many adjustments eventually. Happened with Hindustanis, Poles, Gurjaras, Slavs, Persians etc. The impact of these long term eco bonuses is huge. So even a very minor tweak will have a profound impact. Its much better to identify how that eco is used in an overpowered way and address that. In this case Jian swordsmen, War chariot are good nerfs but the eco bonus could have been modified to start from feudal age instead of reducing the values. Why would rams be nearly useless now. Nothing changed about them for 20 years, suddenly they are weak? Pls give ma a better argument.Your argument that poles with 10% is fine now, when it wasnt 2 years ago, is based on power creep, which i reject. 20 civs having been buffed since then, is not an argument for me,since their are other civs which havent been buffed. It trough balances out of the window Hey bro, I think you replied to wrong person lol. Hes just annoyed, as am I about the achievements still not working properly. 1 Like Pulikesi25:Again, its a bottom 5 civ. By design the civ is supposed to get extra food, defend its folwark eco with extra military. The problem is 8% isnt good enough. When OG Poles had 10% instant food, 20+ other civs were significantly weaker and hence it made Poles appear overpowered. Right now with a whole bunch of buffer civs, this bonus should be fine. The unstoppable point is due to 60% discount on knights from UT. If at all any change is needed Id go for reducing that to 40%.In my own experience, It is possible to outlast a Polish cavalier spam. However, by that point, the Polish player will have established their farming economy, allowing them to transition into winged hussar spam (which is not something you outlast). The way I tend to play it, knight spam is often a temporary measure that sometimes crushes an opponent but is mainly buying time to get a Folwark farming economy going. Also, Poles are outside the bottom 5 (bottom 10, so not by much).The main issue with Poles having 10% on their Folwarks was the impact it had on closed maps. They were OP there and are still top 10 on Arena. I think a change allowing villagers to garrison in Folwarks would be more appropriate (would target their performance on open maps while having minimal impact on closed maps, and would synergize a little with regenerating vils) 3 Likes Geojak92:Your argument that poles with 10% is fine now, when it wasnt 2 years agoWas Poles OP back then? I think they were only too strong on slower map types, but never on maps like arabia.But ofc this was the reason for the nerf, it was situationally oppressive. And it will be again. 3 Likes The thing is, civs with weak or no eco bonuses might get outclassed soon. This is a snowbally game, and even small eco bonuses have a big and permanent effect just like Gurjara berry buffs.I liked the idea of villagers being able to garrison in Folwarks, its a safer kind of buff. II.Selim:Gurjara berry buffs.What buff? They dont have any buff on gather rate. WrierRook8415:What buff? They dont have any buff on gather rate.The starting berry bushes have 50 extra food each. casusincorrabil:Was Poles OP back then? I think they were only too strong on slower map types, but never on maps like arabia.Absolutely OP. And by the way, they were the Poles without two buffs 2 Likes Pretty sure Poles never reached overall winrates of Khitans.Also not Romans, Wu or Shu.We should stay in the reality and state what really was the issue with Poles. Their potentially oppressive boom into cav spam (sometimes even obuch or arbs with meatshield). casusincorrabil:Poles never reached overall winrates of Khitans casusincorrabil:obuch or arbs with meatshieldObuch got a nerf once. From -1/-1 for each atk to alternate reduction of MA and PA.Poles was OP with insane eco and good military. Still, it was not comparable to Frankenstein Khitans poor design. 2 Likes casusincorrabil:I also think the biggest issue is still how they currently work - its easy for the opponent to trap your units with multiple way layers.Yea this is the biggest issue. The unit isnt properly integrated into the gameplay and its just an afterthought slapped onto the game without any thought and it really shows. Like the real purpose of a siege tower is to allow attackers to mount walls but there is no such mechanism in this game and as a result it just plonks your units on the other side of the wall and they have no way of getting back. If we could somehow rework walls so archers could mount them then this would open up a whole new dimension to the gameplay. I have said it many times before in other threads but the whole siege mechanisms in the game would have to be redesigned to incrporate this unit properly and until that is done I wouldnt even mind if they removed this unit all together. casusincorrabil:Pretty sure Poles never reached overall winrates of Khitans.Yup. The oldest WR I could find are from September 2021 when DotD was only out for a couple of weeks:Hindustanis = Indians 2 Likes the poles issue was the 60% winrates on arena specificly, not on all maps overally, 10% will likely only be fine on arabia for 1000+ elo but breaks them for many other settings and lower elos. garrison space would avoid this issue.since then turks jannis been nerfed, bohemian nerfed, koreans reworked, but poles go back to their old op state. this is madness.for context, poles are currently already a top performing arnea civ, the buff will escalate thigns again Page 7 Geojak92:10% will likely only be fine on arabia for 1000+ eloI mean, I remember players like MrYo had gone so far as to stonewall in Arabia just to boom a little with Poles AbuzzJam4677680:Obuch got a nerf once. From -1/-1 for each atk to alternate reduction of MA and PA.When was this? Obuch still give -1/-1 for each atk. The only obuch nerf listed on the wiki is a train time increase (from 9 to 12 seconds)But overall, Poles have only ever been broken on closed maps. Open maps leave their villagers too vulnerable, and they dont have a strong navy for naval maps (though in my experience they can be usable on some hybrid maps). 1 Like Pulikesi25:Its no where close to being useless, change makes them more vulnerable to mangonel ground attacks and redemption monks which is fine.Organ Guns will lose to Crossbowmen now. The Crossbows will outrange the Organs and can just kite them down using their faster movement speed. Given that Light Cav already destroy them after their recent HP nerf, Im not sure what their role will be now. 4 Likes Geojak92:for context, poles are currently already a top performing arnea civ, the buff will escalate thigns againWith discounted Bloodlines on top of that Withe the upcoming pathing on melee units, I suspect units like Leiciai are going to be truly absurd, so I think the unit will need a nerf, and people will finally realize how stupid the Liao Dao is in Imperial. 2 Likes It is good that some of the pros have spoken out against the laming change. Hopefully that gets cut, along with the stupid Organ Gun nerf. 3 Likes Pulikesi25:change makes them more vulnerable to mangonel ground attacks and redemption monks which is fine.They already dont work against monks and mangonels, so theres no real need to nerf them. 1 Like Haizzz organ gun, since last nerf never seen it in my list civ regular play. Haizzz and how can more nerf it. Need more bonus for they. Organ now really worse hate, Im disappointed with new change aaaaaaaaa 1 Like JasuniSmith:my own experience, It is possible to outlast a Polish cavalier spam. However, by that point, the Polish player will have established their farming economy, allowing them to transition into winged hussar spam (which is not something you outlast). The way I tend to play it, knight spam is often a temporary measure that sometimes crushes an opponent but is mainly buying time to get a Folwark farming economy going. Also, Poles are outside the bottom 5 (bottom 10, so not by much).You can do that today because 8% is insufficient to compensate for the risk of farming in the open. So if youre playing as Poles you either take damage from opponents attack or spend too much on defense and your castle age gets delayed. Either way youre behind and Szlacha Privileges comes in too late. But back then with 10% instant food, all of this happened sooner and hence all-in castle age knight spam was possible before opponents halb/bracer+ranged units. JasuniSmith:The main issue with Poles having 10% on their Folwarks was the impact it had on closed maps. They were OP there and are still top 10 on Arena. I think a change allowing villagers to garrison in Folwarks would be more appropriate (would target their performance on open maps while having minimal impact on closed maps, and would synergize a little with regenerating vils)It was also due to their stone mining bonus which gave them gold much faster. If at all Poles seem too strong with the 10% folwark in closed maps there are ways to introduce nerfs specific to closed maps. Like removing redemption plus another monk tech for example. Geojak92:Why would rams be nearly useless now. Nothing changed about them for 20 years, suddenly they are weak? Pls give ma a better argument.They are not useless now , they have been useless ever since keyboard input delay and latency in game were significantly reduced. So about 7-8 yrs now. If youre a blackforest tg guy it might seem surprising to you but in 1v1s and open map tgs, rams are rarely used. Its mostly trebs or canons in imp and mangonels in castle age. Geojak92:argument that poles with 10% is fine now, when it wasnt 2 years ago, is based on power creep, which i reject. 20 civs having been buffed since then, is not an argument for me,since their are other civs which havent been buffed. It trough balances out of the windowBalance means civs are competent when matched against each other. Poles with 10% instant food is overpowered vs Vietnamese with 0 eco bonus or Slavs with 10% faster farming and thats bad balance. Whereas Poles with 10% instant food is quite even against Vietnamese with 100% faster upgrade time or Slavs with 15% faster farming (can extend for 20+ civs but I hope you get the idea). So no, the buff doesnt throw the balance out of window, it brings it back. Suppose if all the other civs in the game were not buffed then Id agree with you that its overpowered. casusincorrabil:Poles OP back then? I think they were only too strong on slower map types, but never on maps like arabia.But ofc this was the reason for the nerf, it was situationally oppressive. And it will be again.It was the same new is OP mindset but to some extent they were relatively quire strong. Maa and infantry were bad, CA wasnt usable and 20+ civs didnt have their military discount or eco benefit they have now or had a worse version of it. So the Poles bonus was relatively better back then. II.Selim:thing is, civs with weak or no eco bonuses might get outclassed soon. This is a snowbally game, and even small eco bonuses have a big and permanent effect just like Gurjara berry buffs.In general I agree with you but not for berries. Berries is an extremely slow source of food, so longer lasting berries or some extra food from it isnt that much of a buff. GustavusAdolphus:Organ Guns will lose to Crossbowmen now. The Crossbows will outrange the Organs and can just kite them down using their faster movement speed. Given that Light Cav already destroy them after their recent HP nerf, Im not sure what their role will be now.5 xbows vs 1 organ gun sure but not in higher numbers, theyd still do 1 damage to organ guns. You have to constantly split into several groups and move them around to kill a whole bunch of organ guns. You can say it gives xbow players a chance to buy more time but they dont counter.And no light cav dont destroy them either. Organ guns like other gunpowder uu are a fc castle drop style unit. Once theres more than 20 organ guns its almost impossible to take them out with light cav. At that stage of the game its much easier to mass wood gold units compared to food units. Thats the reason why Phosphorus builds became popular. Pulikesi25:5 xbows vs 1 organ gun sure but not in higher numbers, theyd still do 1 damage to organ guns. You have to constantly split into several groups and move them around to kill a whole bunch of organ guns. You can say it gives xbow players a chance to buy more time but they dont counter.And no light cav dont destroy them either. Organ guns like other gunpowder uu are a fc castle drop style unit. Once theres more than 20 organ guns its almost impossible to take them out with light cav. At that stage of the game its much easier to mass wood gold units compared to food units. Thats the reason why Phosphorus builds became popular.Organ guns have 4 pierce armor, 6 with elite, with no other way to improve it. Xbows have base 5 damage, increased by fletching line (and chemistry), and now will outrange with those techs (which are high-priority techs when using Xbows). With bodkin arrow (the second tech), Xbows deal 3 damage/hit to non-elite organ guns, which means they need 17 shots to kill (less than they need to kill light cavalry after armor upgrades).Light cavalry also win 20v20 with full castle age upgrades. Given that organ guns require no upgrades in castle age, this means that light cav wont be a great option in early castle age (with a possible exception for Turks, who with 2 armor upgrades would reduce damage to 1/hit). But organ guns also cost significantly more than light cavalry (though food is more valuable than wood/gold in early castle age). Didnt check knights, but those are about the same cost as organ guns (and are stronger than light cavalry).I figure by the time an opponent has 20 organ guns, Its no longer early castle age and youve had time to develop a good counter against them. Pulikesi25: II.Selim:thing is, civs with weak or no eco bonuses might get outclassed soon. This is a snowbally game, and even small eco bonuses have a big and permanent effect just like Gurjara berry buffs.In general I agree with you but not for berries. Berries is an extremely slow source of food, so longer lasting berries or some extra food from it isnt that much of a buff.Having played a match as Gurjaras (against Poles extreme AI) on bunny Arabia, I think the extra food on berries makes the start easier (though still difficult) - and having 2 spots to build a mill meant that even if my berries were forward, I still had no issues since my sheep were in the chickens mill. And camel scouts feels viable (though still a poor raiding unit) - I only had one stables, but it was great against a scout rush.Ill also note that the predator changes seem to be mostly flavor (komodo dragons still arent scary against loomed vils, though they are a bit tougher, and the other predators arent much different). Dire and rabid wolves may be a different story, but I dont think they were generic anyways. 1 Like Still not a fan of bloated eco bonuses.Heres an example of the result of a busted eco bonus: Bengalis can get a +8 villager lead even in a standard 3 TC boom in the Castle Age, which is ridiculous! Their villagers also take up less pop, and they have all the eco techs (except the meh Stone Shaft Mining), like their eco isnt already busted.Heres some of the original civs and what they were getting:Celts get just 15% wood bonus, which is like having 1.5 extra vils per 10 working on wood, way too modest compared to Bengalis +8 vils. And Celts even miss Crop Rotation and Two-Man Saw!Turks 20% faster gold mining is like having +3 vils, but only if you put 15 vils on gold and spend it wisely.Mongols get a nice hunt bonus, but after that, no eco bonus.Teutons lacking even Light Cav to balance their cheaper farms, meanwhile now we have civs with FU Hussars on top of having super farmers.Polish Winged Hussars are already a unit that acts like a gold unit while costing no gold. Buffing their farming even further is insanity, when the correct approach shouldve been nerfing all the busted eco bonuses from new civs. 3 Likes II.Selim:Bengalis can get a +8 villager lead even in a standard 3 TC boom in the Castle Age, which is ridiculous! Their villagers also take up less pop, and they have all the eco techs (except the meh Stone Shaft Mining), like their eco isnt already busted.Only +4 by castle age (unless its a multi-TC start). Making additional TCs doesnt cause extra vils to pop up until you research imperial age (at which point the economy should be developed enough that the extra vils arent a game-changer). Bengalis do get a strong late-game economy, but the downside is that they lack military options earlier in the game (and early game is more important than late game). And Bengali trash options are somewhat meh. II.Selim:Mongols get a nice hunt bonus, but after that, no eco bonus.Teutons lacking even Light Cav to balance their cheaper farms, meanwhile now we have civs with FU Hussars on top of having super farmers.Polish Winged Hussars are already a unit that acts like a gold unit while costing no gold. Buffing their farming even further is insanity, when the correct approach shouldve been nerfing all the busted eco bonuses from new civs.With Mongols eco bonus, early game is more important than late game. You use the hunt bonus to gain an early lead (such as a hyper-aggressive scout rush that other civs simply cannot match), and then extend it.Polish winged hussars die way too quickly to say they act like a gold unit. They are strong, but their spammability is a large part of that (and if gold isnt a concern, then Polish cavaliers are a stronger unit). Personally, I think magyar huszars are stronger than winged hussars (of both Poles and Lithuanians). 3 Likes Power creeps also happened. They wont be go back to 60% W/R. But will be 56%~ or so. I think removing Crop Rotation is the best option. 4 Likes My bad, I meant +10 vils upon reaching Imperial in a standard 3 TC boom. I agree with the eco power creep. It definitely has happened. I think its OK to pop Poles back to +10% from the Folwark just to see how they land - we know that bonus is OP, yes. Im actually thinking that 9% might actually be the sweet spot there as much as a 9% value sounds dumb. However we have a 9% bonus in the patch, and Hindustanis have a weird number vill discount. II.Selim:Heres an example of the result of a busted eco bonus: Bengalis can get a +8 villager lead even in a standard 3 TC boom in the Castle Age, which is ridiculous! Their villagers also take up less pop, and they have all the eco techs (except the meh Stone Shaft Mining), like their eco isnt already busted.Heres some of the original civs and what they were getting:Celts get just 15% wood bonus, which is like having 1.5 extra vils per 10 working on wood, way too modest compared to Bengalis +8 vils. And Celts even miss Crop Rotation and Two-Man Saw!Celts and Bengalis have severe military handicap. Celts dont get decent ranged units, no gunpowder and their cavalry lacks bloodlines and +4 armor. Bengalis dont have knights, ca, thumb ring, +4 armor on infantry or gunpowder. Celts need to play siege and Bengalis need to play Elephants, both are very expensive. This is the reason why they get powerful eco benefit. II.Selim:Turks 20% faster gold mining is like having +3 vils, but only if you put 15 vils on gold and spend it wisely.Mongols get a nice hunt bonus, but after that, no eco bonus.Turks and Mongols on the other hand get CA and light cav that are solid in castle age and scale really well into imp. If youre playing limited mobility maps, their fc uu play is also quite powerful. Turks get artillery canons and Mongols get drill siege. Very strong military combination plus good siege..Its always great eco plus mediocre military or great military with mediocre eco. II.Selim:Teutons lacking even Light Cav to balance their cheaper farms, meanwhile now we have civs with FU Hussars on top of having super farmers.Khitans are nerfed and they always lacked bloodlines. Poles lack +4 cav armor. Khmer farms arent superior to generic farms after handcart. So its just Slavs and they lack decent ranged units to justify the need for extra resources. II.Selim:Polish Winged Hussars are already a unit that acts like a gold unit while costing no gold. Buffing their farming even further is insanity, when the correct approach shouldve been nerfing all the busted eco bonuses from new civs.What about the first 40 mins before you can get Lecitich legacy plus Winged hussar.. If Polish hussar play was so great why is their overall winrate bottom-10? 2 Likes Perhaps new ecos arent too strong, but rather old ecos were too weak and generic making each civ feel similar. Now with more unique ecos like folwark, feitoria, Malian drop off bonus, Khmer garrison in housing, we have a lot more unique ecos rather than just vil does job X Z% faster. Very cool, that there are attack and running animations for the foxes as well. They attack but have 0 attack. Devs could give them 1 attack maybe. They are small after all. 2 Likes When this PUP patch actually get added to real game? Page 8 SMUM15236:Power creeps also happened. They wont be go back to 60% W/R. But will be 56%~ or so. I think removing Crop Rotation is the best option.One thing to be aware of with Crop rotation on Poles: The average gather rate for Pole farms caps at ~39.13 food/min regardless of whether the farm has crop rotation or is pre-horse collar. The upfront food collected increases, but the increased time at a normal farming rate means that the overall food gather rate doesnt increase with the farming upgrades. It is basically a front-loaded +8.7% farming rate increase (with 8% food collection - with 10% food collection, the farming gather rate caps at 40f/min or a +11.1% farming rate increase)So removing crop rotation would mean Poles would need an extra vil or 2 on wood to sustain their farms, but wouldnt need any more farmers to sustain winged hussar spam. It would be really funny if foxes attacked chickens like they do in Minecraft. 1 Like Now we have animals giving gold so why not go all in and add fish that gives gold or trees that gives gold? Spices cinnamon cotton tobacco trees/bushes.Pearls ambergris coral could be similar to oysters but under water.Saffron farms are already there so that could be a gold giving farm. 5 Likes Crop Rotation (and Horse Collar) doesnt increase the farming speed. All it does it give you more food per farm, so you wont need to reseed them as often. I mean technically for poles it does, and the less reseeding time could also make a tiny difference 3 Likes GustavusAdolphus:Crop Rotation (and Horse Collar) doesnt increase the farming speed. All it does it give you more food per farm, so you wont need to reseed them as often.Well for Poles it makes a huge difference cause you get 14 or 17.5 more food upfront. Even in the lategame this is a huge advantage. If you have 60 farmers this adds up to about 1000 food more in the bank after getting that upgrade. Ofc this value doesnt increase anymore, but you can see why this is such a valueable upgrade for poles - as opposed to all other civs they get their money back really, really fast compared to other civs which have to wait at least 15 minutes before seeing a single buck paid back. 7 Likes lemurover9000:Perhaps new ecos arent too strong, but rather old ecos were too weak and generic making each civ feel similar. Now with more unique ecos like folwark, feitoria, Malian drop off bonus, Khmer garrison in housing, we have a lot more unique ecos rather than just vil does job X Z% faster.If by old ecos youre talking about legacy civs theyre some of the best eco bonuses in the game much stronger than any of the new ones. Mongols have the highest resource advantage in the first 15 mins on most land maps, completely broken on maps with extra hunt. Japanese, Persians best eco on hybrid. Celts would have gathered a lot more wood than what Malians save on buildings. On water if its a generic 3 vill start with 2 boars and deer Viking ship discount plus free wheelbarrow and handcart is by no means inferior to any of the new civs. The new eco bonuses are indirect and sometimes better within a time window but none of them are clearly superior in the long term, to any of the legacy or FE bonuses. Mostly theyre better only for a month or two like Khitans, Cumans and then get nerfed. 1 Like More types of food bushes would be good for regional flavour and different farm types (maize, real rice, millet, barley) and banana trees, apple trees, olives and vines (gold giving bushes, the model is in the game added with Battle for Greece). 4 Likes I think is where the devs want to take the new foxes. They want to get rid of laming hens and make the maps more dangerous for the no-loom villagers. Yes I know it matters for Poles. But the person I responded to alluded to this being true across the board. Three Kingdom civs still in multiplayer?Yes?YawnPass 9 Likes AlphaCreator727: Horapallas:And they are probably preparing the next Chronicles, which is really nice!Or planing to add them in the main game like Ornlu predictsMaybe I dont believe it. Please cite me when it happens and Ill acknowledge I was wrong. Otherwise, Ill be left in (some remaining) peace, to see they at least didnt do that. Horapallas:Changes to the Mameluke (including Pikes/Halbs) are strange.Also, I withdraw that. I guess Saracens in very late game are overpowered, so this is a way to deal with it. I still dont understand reducing pikemen bonus damage. FloosWorld:Food from animals killed by Military or Buildings no longer spoils and can now be gathered by Villagers.And I was a bit 50-50 on this at first now Im actually sold this is absolutely not a good change, and goes against the historic legacy of the game. Who will enjoy this anyway, when its about the TC killing the boar? As for reducing the impact of laming, I understand the intention, but Dark Age aggression is already hardly rewarding (and even more so if TC precision were actually fixed) Why would anyone drush without at least the added value of killing deer? Horapallas:Also, I withdraw that. I guess Saracens in very late game are overpowered, so this is a way to deal with it. I still dont understand reducing pikemen bonus damage.Is to equalize Mameluke-Pike interaction so is basically the same a right now, the change makes the Elite Mameluke upgrade less impactful, both not elite and elite will have same HP. FloosWorld:Added a new type of huntable animal which holds 35 gold and can be gathered without dropping the resourcesRed Fox (1955)Arctic Fox (1958)Do these animals eat gold for lunch? How do they provide gold to the player if they dont ingest gold all day? Will there be puddles and ponds of gold for them to drink from? Do we see them chomping on gold piles or looting villagers jewelry?This type of thing makes no sense to me and feels like the antithesis of AoE2. Similar to Marvel superheroes as units Darkness01101:Do these animals eat gold for lunch? How do they provide gold to the player if they dont ingest gold all day? Will there be puddles and ponds of gold for them to drink from? Do we see them chomping on gold piles or looting villagers jewelry?This type of thing makes no sense to me and feels like the antithesis of AoE2. Similar to Marvel superheroes as unitsYou dont hunt them for their food but rather for their fur, which is why they bring you Gold. 6 Likes Can I ask when we are get new update? Few day more we are b in to new month No idea but I dont think itll come by the end of July. 3 Likes Beavers, Otters and Seals should be added too. 3 Likes better to take time than ship with controvesial changes, we got plenty of feedback in here alone 1 Like When will it be released? I am craving for novelties and new content. 1 Like Page 9 Im also itching for it for the hunt change, some of the bugfixes (which i think might be bugs that ive reported) and the pathing changes (even if part of me knows itll just be broken in a different way, at least itll bring novelty.) FloosWorld:You dont hunt them for their food but rather for their fur, which is why they bring you Gold.Will the villagers carry furs over over their shoulder or in their arms to a fur trader? Gold has seemed like a pretty unlimited resource lately, especially if you enable Antiquity mode. If more gold is needed, just add more gold piles or make them bigger, imo. If more gold is needed beyond that, thats one reason why there are Markets to Buy/Sell. Not to mention trade carts, and trade cogs. There is more than enough gold. Not sure why this is needed 1 Like Darkness01101:Will the villagers carry furs over over their shoulder or in their arms to a fur trader?Gold has seemed like a pretty unlimited resource lately, especially if you enable Antiquity mode. If more gold is needed, just add more gold piles or make them bigger, imo. If more gold is needed beyond that, thats one reason why there are Markets to Buy/Sell. Not to mention trade carts, and trade cogs. There is more than enough gold. Not sure why this is neededThe villagers collect the fur on the spot (not needing a drop-off point for foxes, similar to Khmer farmers).Not every map has oysters on antiquity mode, and some custom maps will adjust the gold piles if there are oysters. As for foxes, the amount of gold is pretty small, but I think it will have some strong uses in dark/feudal age due to not needing a drop off point (making a drush/MAA rush easier, making bloodlines more affordable, easing a fast castle, etc). It wont be added to every map (as I recall, Arabia has neither oysters nor foxes, even in antiquity mode), but its another way for a map scripter to adjust the way a map plays.But at 35 gold each, it takes ~23 foxes to equal a single gold pile, so adding foxes isnt really adding a lot of gold. 1 Like FloosWorld:You dont hunt them for their food but rather for their fur, which is why they bring you Gold.Rumor has it that villagers have been freezing through the ages, and some nice warm coats could really help prevent them from constantly bumping into each other for warmth. Additionally, some villagers are getting pretty jealous of all those fashionable guys strutting around in fancy armor, and they might even go on strike if we keep instantly selling their carefully collected fur pelts!We desperately need an option NOT to sell the fur. Keeping those pelts could finally give us the strategic edge weve always needed! 3 Likes JasuniSmith:The villagers collect the fur on the spot (not needing a drop-off point for foxes, similar to Khmer farmers).Ooh, fun. LolIf they wanted to keep AoE3 alive, they could have just, well, kept AoE3 alive. No need to contaminate AoE2 JasuniSmith:but I think it will have some strong uses in dark/feudal age due to not needing a drop off point (making a drush/MAA rush easier, making bloodlines more affordable, easing a fast castle, etc).Wow, sure sounds fun. Sign me up for even quicker, easier games, with little need to struggle much in the early ages. I only play AoE2 for the hope of constant battles and military clashes from the opening bell all the way to the end, after allWe should just get an auto-trickle of all resources to our coffers. Gold taxes from villys. The more villys you make, the more gold income that comes in. Wood, Stone, and Food trickles can come from implied shipments coming from other regions off-map to our traders. We will have implied fur traders, so lets level up to trade specialists for all commodities Darkness01101:If they wanted to keep AoE3 alive, they could have just, well, kept AoE3 alive. No need to contaminate AoE2How is this contaminating the game? Im sorry but I fail to see the problem here. Darkness01101:Wow, sure sounds fun. Sign me up for even quicker, easier games, with little need to struggle much in the early ages. I only play AoE2 for the hope of constant battles and military clashes from the opening bell all the way to the end, after alThe average player probabaly wont be in the position anyway to make fully use of the timing that comes with that bonus.It is the same with deer pushing leading into extremely tight BOs - people complain about it all the time, yet it only really plays a role for the Top 5% at max and not the average player hovering between 800 - 1000 Elo. 2 Likes FloosWorld:How is this contaminating the game? Im sorry but I fail to see the problem here.No dropping off of resources. Another game in the franchise specializes in that: AoE3 It has a PhD and runs a master class in auto-absorption of resources into economy. AoE3: Rise of the OsmosisDeer pushing is just nonsensical. Wish it werent a thing 2 Likes I still fail to see the problem. 1 Like My take (likely different from Darkness01101s): AoE 2 is way too complicated and needs to stop adding new mechanics. Thats the only problem with it 3 Likes Darkness01101:Gold has seemed like a pretty unlimited resource lately,Not unlimited, but available.I would prefer if it was more the direction of unlimited but restricted. This would have several implications.A) Map control could give gold control - the more aggressive and less eco focussed player could work with a higher gold ratioB) The transition from lategame to super lategame (almost trash wars) would be smoother, less punishing if you miss the right timing in the heat of battleC) Total trash wars could be avoided, allowing games to end in reasonable times withD) Incremental advantages over the remaining scarce gold spots as a decisive factor in these super lategamesConcepts that could achieve this would be gold piles with higher amount of gold individually, but then singles or at least very few of them on a single cluster. Infinite Gold spots (rare). And variations of mineability - the gold gather rates are associated with factors (visually shown by different gold colours - brighter, more red ones are mined faster whilst darker, more greenish ones are mined slower).This would allow way better tools for map designers to design maps in specific ways to encourage going forward more if the map otherwise has the tendency to become boomy and a lot of other stuff. Especially having some infinite Gold (but less available) could make the midgames less gold-unit heavy with a wider unit variation - and then more delicate lategames where players wabt to fight over the few remaining (infinite) gold spots with real army compositions (be it with less gold units, but they would still play an important role in the comps). 1 Like casusincorrabil:A)Contrived maps like that are the vast majority of random maps available to play. Dont need more, imo. Thryre all like, Beat your enemy to the middle of the map where we humans have placed a ton of this resource for you players to fight over. A bunch of contrived arena maps rather than maps that feel natural and realistic.Just my personanl preference, but I dislike fake maps like that yet it seema like 95% of the maps are hand-crafted like that. Some of us dont play ranked and dont care about such things, and dont care for perfect mirror worlds Darkness01101:No dropping off of resources. yujiri:My take (likely different from Darkness01101s): AoE 2 is way too complicated and needs to stop adding new mechanics. Thats the only problem with itI like the addition of huntable foxes but Im not keen on the instant drop-off, because its not consistent with how other resources work. How come this is dropped off automatically but other resources arent?Im not sure why theyve done this. It could be a cost-saving measure, to avoid the need for new villager graphics carrying fox pelts. Alternatively, it could be because theres no intuitive drop-off building should it be dropped at the mill (because it came from an animal), at the mining camp (because its gold), or the market (because the fur is being sold)? 7 Likes TommoChocolate:it could be because theres no intuitive drop-off building should it be dropped at the mill (because it came from an animal), at the mining camp (because its gold), or the market (because the fur is being sold)?If I was a betting man, id bet this is why they did the insta-drop off. my guess is its an instant dropoff because otherwise they had to create new villager animations (carrying the fur). And we all know, that they absolutely hate creating new visual stuff. 3 Likes TommoChocolate:Alternatively, it could be because theres no intuitive drop-off buildingWhen all else fails, might as well do the simplest thing, and use inspiration from AoE3, the most celebrated game in the franchise with the largest following.Why dont we get osmosis gold when gathering from sheep, too? Sheepskin was traded in medieval times a valuable commodity. Time to do this. Hope it is in the next PUPI need more auto gold in my AoE2 life. The game is just too hard and not fun to build an economy in. I just want constant battles, as that is super exciting for meI think AoE3 did it right. Teleport all resources to your economy via invisible Star Trek transporters. I cant waste time watching them hand-deliver resources the slow and archaic way 1 Like Idk where I report bugs for PUP.So Camel hotkey works, but after you researched Heavy camel - Camel hotkey stop working) Probably report in the Steam forums for the PUP.I dont participate in PUPs since they put all that access and conversation in the Steam forums rather than these forums here. Im surprised you got access to the PUP without possibly knowing that? How did you get the PUP? If Steam forum is no longer a requirement I might try them out sometimesOnly reason I found out about the weird upcoming things (golden fox, population cap alert, invisible fur trading, and whatever else) was because of conversations spilling to here they did add a bunch of new castle and unique unit graphics recently, so I wouldnt say they hate creating new visual stuff 4 Likes Someone else reported that one. Devs acknowledged the bug on the Steam forums. yujiri:they did add a bunch of new castle and unique unit graphics recently, so I wouldnt say they hate creating new visual stuffWhich just makes a lot of decisions really confusing.Like, why cut corners so much with Jurchens and Khitans? Why make the 3K civs a garbled mess? 8 Likes Page 10 FurtherLime7936: Horapallas:Also, I withdraw that. I guess Saracens in very late game are overpowered, so this is a way to deal with it. I still dont understand reducing pikemen bonus damage.Is to equalize Mameluke-Pike interaction so is basically the same a right now, the change makes the Elite Mameluke upgrade less impactful, both not elite and elite will have same HP.Yes but thats only true for Elite. Castle Age Mameluke is now less efficiently countered by pikes, which is awkward.Its a small issue anyway compared to the decaying food change Hey. Do you guys know when they gonna release this update? 3 Likes Horapallas:Castle Age Mameluke is now less efficiently countered by pikes, which is awkward.Castle age Mamelukes are far more dealable than Post-Imp Elite mameluke army. 2 Likes JasuniSmith:The average gather rate for Pole farms caps at ~39.13 food/min regardless of whether the farm has crop rotation or is pre-horse collar.How do you get such big number? Generic farmers work rate is capped at 24 food/min. Poles with +10% instant food get 26.67 food/min. JasuniSmith:It is basically a front-loaded +8.7% farming rate increase (with 8% food collection - with

10% food collection, the farming gather rate caps at 40f/min or a +11.1% farming rate increase)So removing crop rotation would mean Poles would need an extra vil or 2 on wood to sustain their farms, but wouldnt need any more farmers to sustain winged hussar spam. GustavusAdolphus:Crop Rotation (and Horse Collar) doesnt increase the farming speed. All it does it give you more food per farm, so you wont need to reseed them as often.Removing Crop Rotation means they will get 17.5 less food per farm. With 8 farms around folwark, they will get 140 less food, almost 2 less W.Hussar. And with 8 folwarks (64 farms, very possible as your target is 60 farmers), you will have 14 less W.Hussar. This is exactly like Chinese Team Bonus. In infinite time, you wont save wood. But at any given time, Chinese will reseed less farms and save some woods. Similarly for any given time, Poles will collect more food with Crop Rotation than without. SMUM15236: JasuniSmith:The average gather rate for Pole farms caps at ~39.13 food/min regardless of whether the farm has crop rotation or is pre-horse collar.How do you get such big number? Generic farmers work rate is capped at 24 food/min. Poles with +10% instant food get 26.67 food/min.Looks like I did miscalculate. It is ~26.667 food/min. Regardless, the average rate still doesnt change with farming upgrades (over the entire farm lifecycle). Of course, with how frontloaded it is, Folwark farmers have collected food over that average up until they finish the farming cycle. SMUM15236:This is exactly like Chinese Team Bonus. In infinite time, you wont save wood. But at any given time, Chinese will reseed less farms and save some woods.The Chinese team bonus (and farm upgrades) each extend the lifecycle of a farm by some amount. This delays the next farm reseed by some amount X. The second farm reseed is then delayed by 2X. Third by 3X, etc. Eventually the cumulative time delay exceeds the lifespan of a farm, resulting in permanent wood savings.Another way to put it: an unupgrade farm has 175 wood, meaning you need to spend 180 wood to collect 525 food. But with crop rotation, you can collect 525 food with just 60 wood (and still have a little farm left over). So over however much time it takes to collect 525 food, the player with crop rotation will have spent much less wood.It doesnt make a difference in infinite time, but only because things tend to break when you go to infinity (in this case, infinity/3.whatever == infinity. Math involving infinity is weird) SMU15236:Similarly for any given time, Poles will collect more food with Crop Rotation than without.Since farms with heavy plow will finish before farms with crop rotation, I think there is a short period of time during which a heavy plow Folwark farmer will have collected more food due to the second farm reseed. But once the Folwark farmer with crop rotation reseeds a second time, they jump ahead again. The average rate (over the entire farm cycle) is the same, but Crop Rotation results in larger spikes which then take longer to dissipate. In practice, farmers dont all reseed at the same time, so this statement (that Poles collect more food with crop rotation than without) is probably true in practice, even if it isnt always technically correct. And when it isnt correct, its because the Folwark farmers without crop rotation have spent more wood. JasuniSmith:Since farms with heavy plow will finish before farms with crop rotation, I think there is a short period of time during which a heavy plow Folwark farmer will have collected more food due to the second farm reseed.Good call. 37.5*2 = 75 vs 55. Farms need 15 seconds to build, 12.5 seconds after Treadmill Crane. Thats 5 or 6 food. So there will be a brief moment when non-Crop Rotation farmers will be faster than Crop Rotation farmers. Maybe removing Crop Rotation wont nerf Poles as much as I thought. In that case, revert Folwark cost to 125 wood again or even better remove the latest 50% food discount Bloodlines, LC, W.Hussar upgrades. Azmac93:And we all know, that they absolutely hate creating new visual stuff.Unless its for shit nobody asked for lol 2 Likes Well RTS is a genre nobody asked for. Then CnC and later AOE came out and everybody loved it.If you dont do stuff nobody asks for you also dont give yourself the opportunity to ever find a jewel like this.And who buys this kind of stuff arent super self-serving people who claim to know exactly what they demand from OTHERS. The vast majority of buyers is silent and buys stuff out of curiosity and interest in new stuff.Its actually way, way better to try to get them on board than the selfish demanders who ofte then lose interest anyways because turns out what they demand is not the things they claim. They demand to get power over others and lose interest when they finally get it. Or learn that there is no way because the people they try to get power over arent stupid.The intersting part about is the nobody they use so often to suppress everyone else. Because clearly someone had an interest to make this, otherwise it wouldnt be there. In reality, people who try this kind of condescentent language are themselves quite nobodies actually.#In general I also dont share the current development priority to grow aoe2 whilst releasing devs all the time. But this is the stupid MS economists strat they try to apply everywhere. Its terrible.AOE2 doesnt need to grow. Just keep it alive with DLCs. Think of a way how to make it less overwhealming vor new players. That would also be the first premiss for growth - but I am more concerned about keeping the game alive. Were not getting younger and the younger generation doesnt has the basic knowledge of the game or even rts in general as we old fashioned guys have.AOE2 doesnt require a lot to be kept alive. And ofc you can spend money you get in from DLCs etc trying to grow it. But dont forget, that the basis of growth is to keep the roots healthy. And that would be my first priority now, cause it kinda feels like thats what has been neglected in the last DLCs already unfortunately. The game has become a bit crowded and we need a concept to make it less overwhealming for newer players.BTW one part of that is not to mess with established mechanics. TCs killing Boars might be annoying. But if you mess with this kind of stuff you make a lot of secondary content on yt etc outdated, which only adds to the crowdedness cause people might get confused that stuff in the game then behaves so entirely different than in the footage. You dont need to fix every little incommodity in the game. The game didnt die because from thats in the past, it wont die from that in the future. But it might die from crowdedness and/or because people cant reproduce the footage from secodary outdated sources in the new better qol featured game. 1 Like Now is august and when new patch release 1 Like Are we going to see the 25th new castle model mentioned long ago I wonder?If the devs want to push Chronicles to be more like the base game after all, this would be a step. 9 Likes Theyre probably reworking it. Tbh I wouldnt be suprised if they pull the plug on the stuff to nerf laming; I wouldnt be surprised if all the pros came and screamed at the devs over that one lol Tyranno13:Are we going to see the 25th new castle model mentioned long ago I wonder?It doesnt necessarily scream castle to me, but honestly ill take it, if the main game civs all get their own castles now they might as well split up the two Greek civs castles. 1 Like Velk413:Theyre probably reworking it. Tbh I wouldnt be suprised if they pull the plug on the stuff to nerf laming; I wouldnt be surprised if all the pros came and screamed at the devs over that one lolHow nice of the pros to have a direct line to the devs ear, and can make changes as they see fit Velk413:It doesnt necessarily scream castle to meNeither do a bunch of the other new ones. The Malay and Burmese ones are clearly not castles, but there isnt much to go off of with them. Velk413:if the main game civs all get their own castles now they might as well split up the two Greek civs castles.Since the Macedonians will almost certainly get the Greek architecture as well, would be cool to get a new fort model for them. 1 Like Tyranno13:How nice of the pros to have a direct line to the devs ear, and can make changes as they see fitI wish the pros actually cared about history and aesthetics instead of just gameplay, because theyre the only people WE listens to.In fact, if I became a pro, it would not be just to make money playing one of my favorite games, but also to demand changes to more egregious historical errors as of late and to ask for more architecture sets and suggest ideas for new DLC. 3 Likes I dont trust pros to care for the game. Of course, money is a thing. But if you modify the game under the sole sake of gameplay, the game will lost its identify, its uniqueness, and, in the end, even the gameplay wont be recognizable (I look at you 3K).So there wont be any interest of anyone to buy it. 4 Likes UnAutreVoyage:I dont trust pros to care for the game. Of course, money is a thing. But if you modify the game under the sole sake of gameplay, the game will lost its identify, its uniqueness, and, in the end, even the gameplay wont be recognizableThis is why I have been more and more distrustful of hyper-competitive players having any say in anything.I have other hobbies, but the hyper-competitive crowd is ruining them too. Warhammer 40,000 is losing all the fun stuff to make it easier to balance. That right there is sending alarm bells out, and people are not happy with the new edition of the game.Because at the end of the day, for a big chunk of competitive players, all they care about is me win. Anything other than that is irrelevant. And you can see this in the sub-reddit pretty clearly, where people use mods to make the buildings into squares, where shrinking tree mods were added to the main game and seen as THE way to play, the constant comments about not caring about things like civs speaking the right language or anything being inaccurate (you can have a balanced game and it being accurate).But they dont see it that way. Everything is a 0-sum game where any moment spent on something that isnt competitive is wasted potential to them. Its mad.This isnt an exaggeration either. I literally encountered someone arguing this earlier today on there. Wouldnt hear of any time being spent on non-competitive elements. Wild. 6 Likes Tyranno13:all they care about is me winGive an example where this so-called me win actually harms the game? UnAutreVoyage:I dont trust pros to care for the game. Of course, money is a thing. But if you modify the game under the sole sake of gameplay, the game will lost its identify, its uniqueness, and, in the end, even the gameplay wont be recognizable (I look at you 3K).I mean, in this case if anything I think the pros will be defending the games identity and uniqueness in laming as a thing that can be done in the game, which is something that makes AOE2 what it is. I dont disagree that sometimes that can happen, but I dont think this is an example of it. HestiaAoE:Give an example where this so-called me win actually harms the game?Three Kingdoms.No basis in history. Botched unfinished civs. Poor as all hell campaigncompetitive players praise it to the rafters. 5 Likes Tyranno13:Three KingdomsIts not like pros suggested 3K to the devs. Pros care about gameplay almost exclusively, so anything that brings new gameplay elements would be welcomed by them. They wont care if its 3K or Tanguts/Tibetans/Bai, as long as they are new ranked civs. I personally hate 3K maybe more than you do, but I wont blame the pros if they praise it. You cant expect people exceptional as players to be also good at history or aesthetics necessarily.So Idk what point you are trying to make. Pros always have their influence on balance changes (makes much sense), but not on new civ choices. 1 Like Some people just have a desire to complain.So they set up unachievable subjective, but also not well-defined, demands they can then postpione when devs are doing ANYTHING.And thats not helpful at all, because if the Feedback is juat always you destroy the game then there is no orientation point on what wasnt so well received.Ofc there is valid critique. But its also essential that the critics give a useful, enounce feedback that allow the devs to take action. Btw: ALLOW. Not force. 2 Likes Page 11 What do you expect from competitive players? If they are competitive they are only thinking about competitive. This means it is kind of hard for us to blame them when they dont actually care about history or the like. Its always been that way. 1 Like casusincorrabil:Some people just have a desire to complain.So they set up unachievable subjective, but also not well-defined, demands they can then postpione when devs are doing ANYTHING.And thats not helpful at all, because if the Feedback is juat always you destroy the game then there is no orientation point on what wasnt so well received.Ofc there is valid critique. But its also essential that the critics give a useful, enounce feedback that allow the devs to take action. Btw: ALLOW. Not force.If you knew anything about me, you would realise how wrong this comment is, and delete it.I have only had complaints about mild things, and treated them as such, with AoE2until 3K. Because this DLC is such an egregious violation. I am not looking to complain as you put it, or said game destroyed until 3K.My comments on competitive players was based on what I am seeing in multiple other games, which is breeding a lax attitude from developers towards the game, in pursuit of this crowd who are frankly easy to please. 4 Likes I dont understand why aesthetics has to be in conflict with gameplay andYou sound like people who care only gameplays are evil things, which is like ???, why gameplay has to have 0 importance?Its not like we are opposing to regional units, better campaigns and so on. The hostility to pros is just wild to me. As a high elo player who voiced for dislike with 3K historial, while admittedly care gameplay more, I am rather frustrated. Velk413:Theyre probably reworking it. Tbh I wouldnt be suprised if they pull the plug on the stuff to nerf laming; I wouldnt be surprised if all the pros came and screamed at the devs over that one lolWelp, so much for this lol. 1 Like The patch is out. I would love to see Khitans (and maybe Jurchens?) in Temujin scenario. 1 Like Velk413:Welp, so much for this lol.Im not seeing the animal decay change on the patch notes so far. Maybe they removed it?Edit: Never mind. Its still there. RIP laming. 3 Likes GermanAttorney8:I dont understand why aesthetics has to be in conflict with gameplay andYou sound like people who care only gameplays are evil things, which is like ???, why gameplay has to have 0 importance?Its not like we are opposing to regional units, better campaigns and so on. The hostility to pros is just wild to me.My complaint is with the hyper-competitive people that do not care about visuals or theme at all. They are the problem. 3 Likes A DLC that its worth its price with decently designed medieval civs from across thw world isnt an unachievable objective 5 Likes It actually is.Because everybody has different opinions on what that would be.And if we speak about worth. The content that was released is actually massive, most of it is actually artwork that enhances the authentic medieval flair of the game. Why is this neglected so much? casusincorrabil:everybody has different opinions on what that would be.There are no different opinions on what is Middle Ages or not. It either is, or it isnt. casusincorrabil:And if we speak about worth. The content that was released is actually massive, most of it is actually artwork that enhances the authentic medieval flair of the game. Why is this neglected so much?Because for the art:1: It does not match the artstyle that is used for the rest of the game. It looks like a Chronicles-esque spin-off.2: What makes it more or less effort than the other art? Something still had to draw it.And as for worth1: Shortest campaigns, with three recycled maps.2: Several of the civs are unfinished3: Several of the civs are cobbled-togethher messes that contain many elements that have nothing to do with them.4: We dont want three of those civs. I wouldnt even want them added to the game for free. 7 Likes TBH from the medieval lore perspective 3k is actually way, way more fitting than eg. Burgundians, poles, bohemians actually most of the civCuase this actually fits the classification of medieval romanticism, thats why its so much represented in different other games too. Ofc its not the european medieval, but its actually the chinese equivalent to that european romanticism and also warfare of the late medieval period.I dont see why you are so focussed on an arbitrary (and btw also never well-defined) european medieval timespan. Which the game also never fit. Besides a lot of other historical misses. They were never seen as an issue. Just for an example: The Goths werent medieval. The Huskarl isnt a Gothic unit. And the anti-archer feature is completely made-up. Such a unit never existed.And you complain about 3k just not fitting your arbitrary timespan of AOE2 perfeclty. This is just ludicrous. casusincorrabil:TBH from the medieval lore perspective 3k is actually way, way more fitting than eg. Burgundians, poles, bohemians actually most of the civNo. Its not.They end 200 years before the Romans, this already puts them before the games setting. They are also purely political, they have no cultural differences from the in-game Chinese. Because they ARE the same Chinese.The campaign for 3K even has the pre 3K states use the Chinese civ. Your own beloved DLC proves you wrong.Poles, Bohemians and Burgundians are separate cultural and ethnic groups from other civs in the game. Which the 3K are not. casusincorrabil:Ofc its not the european medieval, but its actually the chinese equivalent to that european romanticism and also warfare of the late medieval period.Does not exist in that form, there is no Chinese Middle Ages from their perspective. There is Early Imperial China, which is from the start of an organised Chinese state up until the the Sui Dynasty in 581, where it becomes Middle Imperial China, and so on.And in that case, wouldnt this be the case for everybody? It would disqualify a bunch of civs from the game like Maya or Aztecs.Or perhaps tech is the issue? In which case, why not let the Athenians in? casusincorrabil:I dont see why you are so focussed on an arbitrary (and btw also never well-defined) european medieval timespan.Because thats the games setting. Its why I bought the game. Its why I play it.If I want antiquity, I play AoE1 or Chronicles. casusincorrabil:Which the game also never fit.It fit until 3K. casusincorrabil:Just for an example: The Goths werent medieval. The Huskarl isnt a Gothic unit.Crimean Goths lasted until the 1400s, many others lasted to the 700s. Stop. lying. to. me. casusincorrabil:And you complain about 3k just not fitting your arbitrary timespan of AOE2 perfeclty. This is just ludicrous.No. I complain about 3K not fitting the games setting. 3 Likes Tyranno13:No. Its not.Ofc it is. The Political circumstances and Warfare fits the medieval lore way better. The named other civs already represent newer forms of government, buildup of nationalistic concepts, peasant revotls and so on. In this context 3k fits the romanticised medieval way better.It doesnt has to do anything with timeframes, its just the real historical developments. And China was ahead of europe. Tyranno13:separate cultural and ethnic groups from other civs in the game.And this categorical thinking is actually post-medieval. What are you even trying to set up here? If you want a medieval setting you shouldnt use post-medieval cathegories. Thats for sure. Tyranno13:there is no Chinese Middle Ages from their perspectiveSo we cant include any of it? Devs have to make decisions what they want to implement. And btw: 3K is actually the better medieval fit for china. Because its actually relatable to the european middle ages. It was Kingdoms, douchies and so on. And culturally different groups lived side-by-side, quite literally in the same Regions often governed by Kings and Leaders of different cultural groups. That was the reality.3K is therefore actually quite similar to the later middle ages in europe.Dont try to build up some alternative history of europe to denounce others. Stay with the reality there. And then you will see, 3K actually fits the historical cirumstances of the real medieval europe very well. Tyranno13:Because thats the games settingDid anybody offcially state something this way? I dont think so. Clearly the Knight line gives an impression that medieval Europe is a key angle of the game. But I dont think the devs ever restricted themselves to a specific timeframe. You try to bend it that way, but its not an official restriction of the game. Ritght the opposite, they always released civs that DONT fit the timeframe or european region.And if they didnt we also could only have european civs. That would be so boring. I am Happy the devs arent so restrictive to themselves so we get at least some american, african, middle and far east civilisations. Because IF YOU would be coherent here all these civs would need to go. They dont fit medieval europe. period. Tyranno13:Crimean Goths lasted until the 1400s, many others lasted to the 700s. Stop. lying. to. me.For someone who claims to be into that historic aspect you seem to forget a lot of stuff what is actually in the game. The Goths in the game arent the crimean goths. And the others as you mentioned all ended in a chatic phase that many, includin me, DONT count as medieval. Also quite shown that from the time between 600 and 800 we have literayy NO civ in representation (except the byzantines who outlasted that chaotic time).The Goths in the game represent, along the Huns and Romans the end of Antiquity. So if you would be consequent you would NEED to be against them. But you arent. So you cant even keep up with your own arbitrary set standards and demands. Tyranno13:No. I complain about 3K not fitting the games setting.More than many other stuff that is in the game. Like what about the American Civs?And btw its just an impression of its out of the center of the usual we have in the game. Its nothing official. Every game has that. Ofc you can say at some point its going a bit too far. But tbh I have way, way more issues with Romans in the game than with 3K. Cause the Roman warfare was completely different even at the later stages than in the medieval. And 3K is actually way closer to that.Ofc the unit arent the same, but the general approach to warfare, the political settings etc is closer. casusincorrabil:Ofc it is. The Political circumstances and Warfare fits the medieval lore way better. The named other civs already represent newer forms of government, buildup of nationalistic concepts, peasant revotls and so on. In this context 3k fits the romanticised medieval way better.It doesnt has to do anything with timeframes, its just the real historical developments. And China was ahead of europe.This is just word soup bub.All of the things you mentioned happened during the Bronze Age, Iron Age, Industrial Revolution etc. Does not mean Sumerians or the East India Company should be added to AoE2 ranked. casusincorrabil:And this categorical thinking is actually post-medieval. What are you even trying to set up here? If you want a medieval setting you shouldnt use post-medieval cathegories. Thats for sure.Becausethis is how the games civs have always worked.We have Hindustanis, not Mughals. Tatars, not Timurids. Bengalis, not Palas. Gurjaras, not Pratiharas. Britons, not Tudors. Franks, not Carolingians.Because these are not people groups. In AoE2, you pick a people group and build an empire with them. casusincorrabil:So we cant include any of it?You have to look at China from the time period of the games setting. Same with all the civs. casusincorrabil:And btw: 3K is actually the better medieval fit for china.Eh? Better than what?! casusincorrabil:Because its actually relatable to the european middle ages. It was Kingdoms, douchies and so on.1: No, its not. Its centuries before then.2: And kingdoms and duchies are NOT civs. casusincorrabil:3K is therefore actually quite similar to the later middle ages in europe.I am not even gonig to attempt to understand the mental gymnastics you are undertaking here. casusincorrabil:Dont try to build up some alternative history of europe to denounce others.When did I do that? casusincorrabil:Stay with the reality there.Oh I am, are you? I did a LOT of research into China during this period to prepare for the mod I am working on. casusincorrabil:Did anybody offcially state something this way?Yes. Rome has fallen, and the world is up for grabs casusincorrabil:And if they didnt we also could only have european civs. That would be so boring. I am Happy the devs arent so restrictive to themselves so we get at least some american, african, middle and far east civilisations. Because IF YOU would be coherent here all these civs would need to go. They dont fit medieval europe. period.Are you trying to twist this to make me sound racist? Dont. Its pathetic. casusincorrabil:The Goths in the game arent the crimean goths.Oh contraire, they do have Crimean Goth elements. Their new castle contains elements of architecture the Crimean Goths built. casusincorrabil:Like what about the American Civs?They are from 476 to 1599 yes? Then they fit. casusincorrabil:And 3K is actually way closer to that.This tells me you know nothing about the kind of warfare and military equipment used by the 3K states.Their level of technology was the same as the Han Dynasty, which is actually fairly basic. Yes they have some more advanced elements like crossbow variations, but thats hardly unique to China pre-Middle Ages. Their polearms are still the simplistic basic Ji, and not the more advanced types we see later. Their armour was mostly lamellar hide armour, aside from the most elite troops.Chinese warfare during the 3K period was about moving massive blocks around, high volumes of troops, same as in Antiquity Europe and the Middle-East.Once the Middle Ages hits, troop numbers come down, and equipment quality goes up. This is true for China as well.The 3K didnt even have stirrups. How on earth are they comparable to Middle Ages militarily when they lack this element (especially when one is designated a cavalry civ)?Now let me be very very clear with a tldr:Chinas closest equivalent to the Middle-Ages starts in 581 with the Sui DynastyThe game has never used political states as civs before 3KThe games setting is the Middle Ages. AoE1s is Antiquity. AoE3s is early-modernChina was not using Middle Ages tech in late Antiquity. It was using Antiquity tech and styles of warfare.The devs put out a bunch of paragraphs of lies to defend their choice to add these unfitting civs, which was likely done because Romance of the Three Kingdoms is a popular setting and they wanted a piece of the pie. You are under NO obligation to defend it. 10 Likes Tyranno13:This is just word soup bub.I prefer my words in a salad. 4 Likes 2 Likes Tyranno13:My complaint is with the hyper-competitive people that do not care about visuals or theme at all. They are the problemBlame the dev for nor caring the art.Dont blame the players, who can / only want to bring up gameplay issues.Does everyone have to care about aesthetics / arts?I dont really see this way, and to me personally gameplay is much more important than art.I dont understand much of the building style e.g. Persian stuff nor do I care.Same as most of you here who does not care much about gameplay.I dont see the lack of care of either aspect as a problem. Why does everyone have to care about everything?Again, blame the dev, dont blame the so called supercompetitive player 1 Like But have some understanding for people that does not think it is as big as gameplay issues (like pathing).Putting the blame on players is one of the weirdest take I have seen in a while. 1 Like Gettimg less campaigns and no architecture sets compared to 2017 for more money is a pretty big jump in prrice in relation to content, thats what I meant by worth the price. Hell, we havent gotten a six scenario campaign since Dawn of the DukesWhat I think when I say exploring the medieval world is definitely subjective, but I consider that all DLCs made by FE prior to Lords of the West are pretty good at that.Decent civ design is the one I have the hardest time defining, and the most controversial. But I believe the main problemd devs have had is that the civ designs are either too weird (like Khitans, which have way too manynunits with crazy bonuses but are missing irreplaceable stuff for any kind of military) or too generic (we have enough naval/infantry or infantry/cav civs for example) 5 Likes Page 12 GermanAttorney8:But have some understanding for people that does not think it is as big as gameplay issues (like pathing).Putting the blame on players is one of the weirdest take I have seen in a while.Fine. Im just worried of games iterating fun out in exchange for chasing the Esports circuit. Quasibrodo:I prefer my words in a salad.I hope we get far enough in Chronicles for a Caesar salad 2 Likes Tyranno13:Chinas closest equivalent to the Middle-Ages starts in 581 with the Sui DynastyAs a side note, if one wishes to refer to the fall of a great antiquity empire due to invasions by barbarian peoples, with the resulting profound impact on the regions culture, then in East Asia the counterpart to the fall of the Western Roman Empire and the start of the European Middle Ages would be the Upheaval of the Five Barbarians and later the Northern and Southern Dynasties in China. The Western Jin dynasty, which in essence continued the culture of the Han dynasty, collapsed due to the rebellion of the Five barbarian Hu peoples, who then established kingdoms in northern China, altering the course of Chinese cultural development. The culture of Sui and Tang dynasties inherited many features from the Northern Dynasties of China, which had originated from those kingdoms.The fall of the Western Jin took place in the 4th century that still the typical starting for the timeframe of AoE2. On the other hand, Chinas Three Kingdoms period was more like Romes Crisis of the Third Century both happened in the 3rd century and both split into three powers. 8 Likes Good to see Organ Gun nerf not being implemented. 4 Likes Is it the first time that devs revert PUP change before official patch release? No. The Chinese start alteration was also reverted last year or so. 2 Likes Sometimes patches like this are huge. Can be a little overwhelming to read and keep track of (remember/memorize) all the changes made at once in the patch notesIts nice so much gets fixed, but is it really helpful for the devs to put so many changes in one patch?I just wonder if theres opportunity to have smaller, more frequent patches/updates? Or is that harder or unrealistic to manage from a JIRA ticketing, UAT, or rollout/launch perspective I hate laming, tho its sth i did alot. But i am happy this was fixed. FloosWorld:Koreans(Elite) Turtle ShipRocket projectile damage adjusted from 6 pierce 4 melee, Elite 8 4 melee.Rocket projectile bonus damage vs. Ships adjusted from +5 0, Elite +6 +1.So Elite Turtle Ships were significantly nerfed? Bummer Darkness01101:significantly nerfed? BummerIts not as simple as it looks. their dmg was reduced but also switched from pierce to melee, and most ships have good pierce armor but bad/no melee armor.The whole idea with the april patch was to make turtles the koreans answer to firesand that didnt work very well so came the july patch where they tried again. 5 Likes Oh, wow. Thats what the arrows mean? Switched??Well, hopefully it works out okay. Seems like it should? I just worried a little since I know someone who loves playing as Koreans for a very long time because of turtle ships. They often rely on/depend on their power Darkness01101:Thats what the arrows mean? Switched??Partially I guess, but more so it was explicitly stated. FloosWorld:6 pierce 4 meleeIt was 6 pierce dmg for regular turtles, and 8 pierce dmg for elite, but now its 4 melee dmg for regular turtles, and also 4 for elite 1 Like I guess youre supposed to read them as to, e.g. adjusted from 6 pierce to 4 melee. (Coincidentally the LaTeX command for arrows like that is \to but I guess whoever writes the patch notes is unlikely to be a LaTeX user.)Personally Im not keen on a classic unit like the Turtle Ship getting this newfangled attack sequence with cannonballs and rockets plus it visibly has cannons but where are the rockets being fired from? 1 Like Darkness01101:Switched??Thats btw similar to the Bombard Tower that dealt melee damage in Age of Kings but as this turned out to be too effective against rams, it was changed to pierce in The Conquerors. 1 Like FloosWorld: it was changed to pierce in The Conquerors.And changed to gentle marble droppers in AoE2:DEEdit: I had 10+ Spanish bombard towers bombarding a single AI trebuchet (no other units) being repaired by one villager, and the towers were doing so little damage to it, the treb was gaining health rather than losing it, lol. Thats pretty ridiculousBombard towers should probably cause splash damage, too, so villagers repairing siege units dont stay at 100% health the whole time Topic Replies Views Activity Original voices mod updated for fmod [not working] 79 1400 November 30, 2025 The bug that reveals enemy town centers in the fog of war wasn't fixed 0 4 November 30, 2025 Shogun can bug out and spawn as "ghost" which cannot play the game 1 35 November 30, 2025 King of the Hill should work by unit count nearby 0 14 November 30, 2025 Bizarre graphical error- colored bars? 0 7 November 29, 2025 "Unable to pack mod files" when trying to update/upload mod ingame 4 66 November 29, 2025 Thoth World Twist & Braggi Blessing not stacking 1 16 November 29, 2025 "Defeat Labyrinth Without Losing" Medal Not Counting Progress 7 56 November 29, 2025 Make atlantian heroes receive damage multipliers RECEIVED 7 83 November 29, 2025 Nerf Atlantian Hero spam 10 328 November 29, 2025 Gaunlet lvl 99: An anti-achievement? 4 94 November 29, 2025 How to make this game easier? 30 267 November 29, 2025 A delay longer than the age of the universe 4 24 November 29, 2025 Elo points 7 90 November 28, 2025 Why is aom retold losing players so fast? 586 15989 November 28, 2025 Gauntlet Mode Feedback 47 899 November 28, 2025 Fix the ELO system 0 18 November 28, 2025 Loki MU Spawn - Provide UI Visibility for next spawn 3 60 November 27, 2025 New Moon needs a nerf 14 222 November 27, 2025 Are they teasing us?!? 2 120 November 26, 2025 Anime Portrait Pack 10 164 November 26, 2025 Editor localisation issue 3 33 November 26, 2025 Give Loki Hersir speed again... it's worth a try, the game is sinking fast 15 230 November 26, 2025 The XBOX cannot sync Steam achievements. 2 31 November 25, 2025 Samurai 16 177 November 25, 2025 Gaunlet: Same blessing vanishes. Intended? 0 28 November 25, 2025 Indonesian Language 0 7 November 25, 2025 World Tooltip Still Has Issues 0 21 November 24, 2025 Trigger "Tech: Hide Effects from Rollover" does not hide "tooltipid" 0 13 November 24, 2025 Mongol khan arrow Armor does not effect units 0 25 November 23, 2025 We have heard a lot of opinions about the 3K civs already. But what about the Jurchens and Khitans?My opinion:Jurchens: At first it seemed overwhelming. But now when Ive gotten used to Rocket Carts and Fire Lancers (since so many other civs have them), I think theyre a solidly designed civ. Theyre basically Georgians without Mule Carts but with more focus on siege and gunpowder. I also like their eco bonus. I give it a 7/10.Khitans: Aside from using a Tangut castle, I think it has way too many gimmicks.Heavy CA in Castle AgeUU causes Bleed damageUT1 reflects damage back to the opponentUT2 causes cavalry to regenerate HP in combatPastures instead of farmsMounted Trebuchets from the Siege WorkshopThis is 6 things that are very unique and different from what other civs have. If they had given one or two of these each to three different civs, I wouldnt have had an issue with it. But six of them in one civ is too much. What is the civs identity? Is it the civ with Heavy CA in Castle Age? Is it the civ that reflects damage back to the opponent? Is the civ that causes bleed damage?Maybe half of these gimmicks were meant to be used by a separate Tangut civilization? Is this why the civ feels so strange?Pastures + Heavy CA in Castle Age and maybe the Liao Dao unit with bleed damage wouldve been fine. But 3-4 more gimmicks on top here just makes it a mess.My rating for Khitans (Khitanguts): 3/10. I dislike it almost as much as the 3K civs. 11 Likes Imho the grenade shouldve been the team bonus unit imho If they split Khitans into two civs (Khitans & Tanguts) and thereby gave half of the Khitan gimmicks to Tanguts, wed have three perfectly normal civilizations (Jurchens, Khitans, Tanguts) for multiplayer.Then if they sent the 3K civs to its own game mode/single player only, everything would be fine.Youd have lots of content for single player players and multiplayer players alike. Both would have 3 civs each. No need to make campaigns for the multiplayer civs. 11 Likes DynasticPlanet5:Imho the grenade shouldve been the team bonus unit imhoIkr? Massive missed opportunity. in my mind khitans are the generalist civ. its the only civ since african expansion to have full tech tree (if we count double atk and no blast furnace)your 6 unique things are basically 2 unique units, 2 unique techs, 1 unique building and a unit in castle age. i honestly dont think its that big of a deal. the game is going towards civs with complex mechanics and greater differences. i like it more than the 3k as shu, wu and wei are very generic (although i do like the shu). most of their ut and bonuses just affect their unique units. 1 Like Khitans pastures need a nerf, pre nerf Polish Folwarks and Stone bonus are a fucking joke in comparison 11 One problem I have with newer civs is they have a lot of unique stuff that have no good reason to be. Everyone and their mom has a charge attack, why is the Ratha still the only one with the weapon switch ability that was originally meant for samurais? Why do only Khitans get fire damage? And why are pastures unique?I assume Ensemble did stuff like that as well (like Elephants being exclusive to Persians), but its FEs cases I have experience with. 2 Likes _Dustyacer1:your 6 unique things are basically 2 unique units, 2 unique techs, 1 unique building and a unit in castle age.Well, I think these unique units and unique techs differ from those of the classic civs for several reasons. Let me explain.For example, Gurjaras is a civ that also has a lot these gimmicks, and many people felt (and still feels) it went a bit overboard. But the design of the Gurjaras is still a lot more coherent then the Khitans.Two of their bonuses include being able to garrison stuff (herdables in mills and fishing ships in docks). These are two bonuses using the same mechanic, so Id count these two together as a singular gimmick. Having both makes logical sense and is easy to remember both when playing with them and against them.Then they have the Shrivamsha Rider that can dodge arrows (new mechanic). And finally, they start with a Camel Scout instead of a regular Scout.All in all these are three things that are gimmicky or completely unique with this civ. But thats only half as many as what the Khitans have.But that isnt to say the amount of gimmicks and unique mechanics is everything. If theres some coherency among them that all ties into an overarching theme or civ identity, then more isnt necessarily bad. Gurjaras being a Camel civ and starting with a Camel Scout and getting a trickle of food from herdables (to help you more easily make more camels) all makes sense thematically. Its only the Shrivamsha Rider that feels a little odd (and hence it has been the main topic of discussion among critics).Khitans? None of their gimmicks really relate to one another. Why should their infantry and Skirmishers specifically reflect damage back to their opponents? And then their cavalry line can regenerate HP during combat? And then they can make Heavy CA in Castle Age? And then they have an infantry unique unit that not only reflects damage, but also causes bleed damage? None of this makes any sense.If they simply had the Heavy CA in Castle Age and then a unique tech that allowed for example both their infantry UU and archery range units (incl Cav Archer) to get some kind of bleed damage (because I dont know, maybe they had some specific technology that would cause this effect), then that would make a lot more sense. Then its clearly a Cavalry Archer & Infantry civ (designation) that can cause bleed damage to your units (unique mechanism). Straight forward, easy to understand and remember. A civ with a clear identity. Save the damage reflecting skirms and regenerating cavalry for another civ (or two). 2 Likes Well, I havent bought the new DLC yet. But I believe that Khitans and Jurchens are the selling points for me while 3K are negative assets of this DLC. This means this DLC is worthless, except Jurchens? 2 Likes RatcicleFan:One problem I have with newer civs is they have a lot of unique stuff that have no good reason to be.When I used to design civs before DE decided to add all sort of new code, I was STRICT about following the law of rhe hardcoding limits as someone not blessed with coding skills myself.The fact they added so much tech to rub in the faces of civ crafters almost feels like showing off instead of just cranking out civs like we do.Tldr the new fangled bonuses feel more like desperation I dont think adding new features to a game is a bad thing, just because a game is 26 years old doesnt mean it should stay as it was 26 years ago. DynasticPlanet5:The fact they added so much tech to rub in the faces of civ crafters almost feels like showing off instead of just cranking out civs like we do.Sorry, I dont think the devs are out to get you and I have no idea how you want to decide what should or shouldnt be allowed. 1 Like yeah, thats a lot of new stuff packed into one civ and you are right, this civ has no identity of itself whatsoever. It feels like Khitan and tangut were supposed to be 2 separated civs, but the black suits demanded 3K so they had to combine both khitan and tangut into 1 civ and call it a day. 2 Likes At least unique units used to stick to one gimmick. The Liao Dao has three separate damage sources: basic attacks, DoT effect, damage reflect. What is its niche supposed to be? 1 Like CitingOregano34:What is its niche supposed to be?DPS, I guess? (20 characters) Pasture built sound is too loud. Low volume plz. >>_>_>_

What age can a child get diagnosed with adhd uk. How old does a child have to be to diagnose adhd. What age can you get a child diagnosed with adhd. At what age is a child diagnosed with adhd. At what age can you diagnose adhd in a child. What age can a child have adhd. What age does a child get diagnosed with adhd. What age can you detect adhd.

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