

0 A.D. is Actually Before Christ
<https://github.com/0abc/0abc-a23.git>

A modification of *0 A.D. Empires Ascendant*
version 0.0.23 *Alpha XXIII*: Ken Wood

0abc@mail.com
<https://wildfiregames.com/forum/index.php?/topic/22779-0abc-mod/>

May 8, 2019



Contents

| | | |
|----------|--------------------------------|-----------|
| 1 | Introduction | 3 |
| 1.1 | Instructions | 3 |
| 2 | Units | 4 |
| 2.1 | Population costs | 4 |
| 2.2 | Counters | 4 |
| 2.3 | Unit types | 5 |
| 2.3.1 | Infantry | 5 |
| 2.3.2 | Camelry | 6 |
| 2.3.3 | Cavalry | 6 |
| 2.3.4 | Chariotry | 7 |
| 2.3.5 | Elephantry | 7 |
| 2.3.6 | Dogs | 7 |
| 2.3.7 | Siege engines | 8 |
| 2.3.8 | Ships | 9 |
| 2.3.9 | Support | 9 |
| 2.3.10 | Fauna | 10 |
| 2.4 | Unit roster | 11 |
| 2.4.1 | Support | 11 |
| 2.4.2 | Infantry | 11 |
| 2.4.3 | Cavalry | 12 |
| 2.4.4 | Exotic units | 13 |
| 2.4.5 | Siege engines | 13 |
| 2.4.6 | Ships | 13 |
| 3 | Structures | 14 |
| 3.1 | Civic | 14 |
| 3.2 | Economic | 14 |
| 3.3 | Military | 15 |
| 3.4 | Defensive | 16 |
| 4 | Technologies and auras | 17 |
| 4.1 | Structure auras | 17 |
| 4.2 | Unit auras | 17 |
| 4.3 | Class bonuses | 17 |
| 4.4 | Civilization bonuses | 18 |
| 4.5 | Team bonuses | 18 |

1 Introduction

0abc is an acronym for “0 A.D. is Actually Before Christ”. This mod tweaks, rebalances, and improves upon what already exists in the game. Amongst other things, it contains a moderate bonus attack counter and penalty system, more experience promotion ranks (0–12), and a new resource (silver).

0abc serves as a showcase for what 0 A.D. easily could be at the moment, as a playground for me experimenting with modifying the game to get used to the code structure, and as a platform for including my own opinions and views to have the game the way I like it. Being a test mod of an alpha-stage game, it is inherently imperfect, unfinished, and restricted by my limited programming skills and the files available in 0 A.D.’s latest stable release.

All the content is completely open for any use: feel free to download, change, redistribute, or (re)use anything in any way you like; no asking for permission or granting credits is required for incorporating parts or all of it in your own mods (or main distribution). Have fun with it!

1.1 Instructions

- Use `git clone https://github.com/0abc/0abc-a23.git` to get the repository directly or download it as a zip via `https://github.com/0abc/0abc-a22/archive/master.zip`
- Place it in your `/0ad/mods/` folder:
 - GNU/Linux (e.g. Fedora) typically: `~/.local/share/0ad/mods/`
 - Macintosh/Apple OS X typically: `~/Library/Application\ Support/0ad/mods/`
 - Microsoft Windows typically: `~\Documents\My Games\0ad\mods\`
- Launch 0 A.D., click “Settings” and “Mod Selection”
- Select **0abc**, click “Enable” and “Save Configuration”
- Add, remove, or move up or down any other mods, click “Save Configuration” and “Start Mods”
- Click “Learn To Play” and “Structure Tree” to see the mod(s) implemented.

2 Units

2.1 Population costs

- 0: fauna, catafalques, ships
- 1: infantry, women, healers, traders
- 2: camelry, cavalry
- 3: worker elephants
- 4: bigae, battering rams, bolt-shooters, stone-throwers
- 5: –
- 6: quadrigae, war elephants, siege towers

2.2 Counters

| unit | new penalties | new bonuses | restricted |
|-------------------------|--|-------------------|-------------------------|
| war dogs | – | – | Ships, Siege, Structure |
| infantry lead-slingers | – | – | – |
| infantry longbowmen | 0.5× vs Elephantry | – | – |
| infantry archers | 0.5× vs Elephantry | – | – |
| infantry crossbowmen | – | – | – |
| infantry stone-slingers | – | – | – |
| infantry javelinists | – | – | – |
| infantry axe-throwers | – | – | – |
| infantry macemen | – | – | – |
| infantry axemen | – | – | – |
| infantry sabremen | – | – | – |
| infantry longswordsmen | – | – | – |
| infantry swordsmen | – | – | – |
| infantry spearmen | – | – | – |
| infantry pikemen | – | – | – |
| camel archers | 0.5× vs Elephantry | – | – |
| camel javelinists | – | – | – |
| camel spearmen | 0.5× vs Elephantry | – | – |
| cavalry archers | 0.5× vs Elephantry | – | – |
| cavalry crossbowmen | – | – | – |
| cavalry javelinists | – | – | – |
| cavalry macemen | 0.75× vs Chariotry, 0.5× vs Elephantry | – | – |
| cavalry axemen | 0.75× vs Chariotry, 0.5× vs Elephantry | – | – |
| cavalry sabremen | 0.75× vs Chariotry, 0.5× vs Elephantry | – | – |
| cavalry swordsmen | 0.75× vs Chariotry, 0.5× vs Elephantry | – | – |
| cavalry spearmen | 0.75× vs Chariotry, 0.5× vs Elephantry | – | – |
| cavalry lancers | 0.75× vs Chariotry, 0.5× vs Elephantry | – | – |
| biga longbowmen | 0.5× vs Elephantry | – | Ships, Siege, Structure |
| biga archers | 0.5× vs Elephantry | – | Ships, Siege, Structure |
| biga javelinists | – | – | Ships, Siege, Structure |
| quadriga archers | 0.5× vs Elephantry | – | Ships, Siege, Structure |
| quadriga scythed | – | – | Ships, Siege, Structure |
| war elephants | – | – | – |
| bolt-shooters | – | 1.5× vs Elephant | – |
| stone-throwers | – | 2.0× vs Ships | – |
| battering rams | – | 2.0× vs Defensive | Organic |
| siege towers | – | 1.5× vs Tower | – |

2.3 Unit types

2.3.1 Infantry

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|---------------|--------------|---|-----------------|-----------------|---------------|--------|------------------------|------------------------|--------------|--------------|----------------|
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 11.5 | 60 | 3, 1, 2, 1 | 0, 0, 4, 0 | 1000 | 80+1 | |
| lead-slinger | (1) | (-, 50, 20, 0, 30; 10) | (100/100) | (80) | (10.8) | (50) | (10, 1, 1, -) | (1, 0, 9.5, -) | (1250) | (48) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.0 | 60 | 1, 1, 1, 1 | 0, 0, 5, 0 | 1000 | 70+1 | |
| longbowman | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (9.9) | (50) | (10, 1, 1, -) | (0, 0, 6, -) | (1000) | (72) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.5 | 60 | 2, 1, 2, 1 | 0, 0, 6, 0 | 1000 | 60+1 | |
| archer | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (9.9) | (50) | (10, 1, 1, -) | (0, 0, 6, -) | (1000) | (72) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 9.0 | 60 | 1, 1, 1, 1 | 0, 0, 6, 3 | 1000 | 50+1 | |
| crossbowman | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (9.9) | (50) | (10, 1, 1, -) | (0, 0, 6, -) | (1000) | (72) | |
| infantry | 1 | 30, 30, 0, 0, 10; 30 | 60/- | 80 | 11.5 | 60 | 1, 1, 1, 1 | 8, 0, 0, 0 | 1000 | 40+1 | |
| stone-slinger | (1) | (-, 50, 20, 0, 30; 10) | (100/100) | (80) | (10.8) | (50) | (10, 1, 1, -) | (1, 0, 9.5, -) | (1250) | (48) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 11.0 | 60 | 2, 1, 3, 1 | 0, 0, 12, 0 | 1000 | 30+1 | |
| javelinist | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (12.6) | (50) | (10, 1, 1, -) | (0, 0, 16, -) | (1250) | (24) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.5 | 60 | 3, 3, 3, 3 | 3, 6, 0, 0 | 1000 | 20+1 | |
| axe-thrower | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (12.6) | (50) | (10, 1, 1, -) | (0, 0, 16, -) | (1250) | (24) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.0 | 90 | 4, 3, 4, 5 | 7, 0, 0, 0 | 1000 | 3 | |
| maceman | (1) | (-, 50, 40, 10, 0; 10) | (100/100) | (80) | (9.45) | (100) | (15, 5, 5, -) | (0, 5.5, 0, -) | (750) | (3.5) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.5 | 90 | 4, 4, 4, 4 | 2.5, 5, 0, 0 | 1000 | 3 | |
| axeman | (1) | (-, 50, 40, 10, 0; 10) | (100/100) | (80) | (9.45) | (100) | (15, 5, 5, -) | (0, 5.5, 0, -) | (750) | (3.5) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.5 | 90 | 5, 4, 4, 3 | 0, 7, 0, 0 | 1000 | 3 | |
| sabreman | (1) | (-, 50, 40, 10, 0; 10) | (100/100) | (80) | (9.45) | (100) | (15, 5, 5, -) | (0, 5.5, 0, -) | (750) | (3.5) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 9.5 | 90 | 3, 5, 3, 5 | 0, 6, 0, 2 | 1000 | 3 | |
| longswordsman | (1) | (-, 50, 40, 10, 0; 10) | (100/100) | (80) | (9.45) | (100) | (15, 5, 5, -) | (0, 5.5, 0, -) | (750) | (3.5) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.0 | 90 | 4, 4, 4, 4 | 0, 4, 0, 4 | 1000 | 3 | |
| swordsman | (1) | (-, 50, 40, 10, 0; 10) | (100/100) | (80) | (9.45) | (100) | (15, 5, 5, -) | (0, 5.5, 0, -) | (750) | (3.5) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 10.0 | 90 | 3, 5, 4, 4 | 0, 0, 0, 7 | 1000 | 3 | |
| spearman | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (8.55) | (100) | (15, 5, 5, -) | (0, 3.0, 2.5, -) | (1000) | (4.5) | |
| infantry | 1 | 30, 30, 0, 0, 0; 30 | 60/- | 80 | 9.0 | 90 | 5, 3, 5, 3 | 0, 0, 3, 3 | 1000 | 6 | |
| pikeman | (1) | (-, 50, 50, 0, 0; 10) | (100/100) | (80) | (7.2) | (100) | (15, 10, 10, -) | (0, 1.0, 3.0, -) | (2000) | (7.0) | |

2.3.2 Camelry

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|------------|--------------|---|-----------------|-----------------|---------------|--------|------------------------|------------------------|--------------|--------------|----------------|
| camel | 2 | 35, 70, 0, 0, 0; 45 | 90/− | 90 | 18.0 | 105 | 1, 1, 1, 1 | 0, 0, 6, 0 | 1000 | 60+3 | |
| archer | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (17.55) | (100) | (15, 3, 1, −) | (0, 0, 7, −) | (1000) | (72) | |
| camel | 2 | 35, 70, 0, 0, 0; 45 | 90/− | 90 | 18.0 | 105 | 1, 1, 1, 1 | 0, 0, 15, 0 | 1000 | 30+3 | |
| javelinist | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (17.55) | (100) | (15, 3, 1, −) | (0, 0, 18, −) | (1250) | (28) | |
| camel | 2 | 35, 70, 0, 0, 0; 45 | 90/− | 90 | 18.0 | 135 | 2, 2, 2, 2 | 0, 0, 0, 9 | 1000 | 4 | |
| spearman | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (19.305) | (160) | (15, 4, 3, −) | (0, 6, 5, −) | (2000) | (4.5) | |

2.3.3 Cavalry

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|-------------|--------------|---|-----------------|-----------------|---------------|--------|------------------------|------------------------|--------------|--------------|----------------|
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 120 | 1, 1, 1, 1 | 0, 0, 6, 0 | 1000 | 70+2 | |
| longbowman | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (17.55) | (100) | (15, 3, 1, −) | (0, 0, 7, −) | (1000) | (72) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 120 | 1, 1, 1, 1 | 0, 0, 7, 0 | 1000 | 60+2 | |
| archer | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (17.55) | (100) | (15, 3, 1, −) | (0, 0, 7, −) | (1000) | (72) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 120 | 1, 1, 1, 1 | 0, 0, 6, 3 | 1000 | 50+2 | |
| crossbowman | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (17.55) | (100) | (15, 3, 1, −) | (0, 0, 7, −) | (1000) | (72) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 120 | 1, 1, 1, 1 | 0, 0, 15, 0 | 1000 | 30+2 | |
| javelinist | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (17.55) | (100) | (15, 3, 1, −) | (0, 0, 18, −) | (1250) | (28) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 150 | 3, 3, 3, 3 | 9, 0, 0, 0 | 1000 | 4 | |
| maceman | (1) | (−, 100, 30, 20, 0; 15) | (130/150) | (92) | (21.06) | (160) | (15, 4, 2, −) | (0, 6.5, 0, −) | (750) | (3.5) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 150 | 3, 3, 3, 3 | 3, 6, 0, 0 | 1000 | 4 | |
| axeman | (1) | (−, 100, 30, 20, 0; 15) | (130/150) | (92) | (21.06) | (160) | (15, 4, 2, −) | (0, 6.5, 0, −) | (750) | (3.5) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 150 | 3, 3, 3, 3 | 0, 9, 0, 0 | 1000 | 4 | |
| sabreman | (1) | (−, 100, 30, 20, 0; 15) | (130/150) | (92) | (21.06) | (160) | (15, 4, 2, −) | (0, 6.5, 0, −) | (750) | (3.5) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 150 | 3, 3, 3, 3 | 0, 5, 0, 5 | 1000 | 4 | |
| swordsman | (1) | (−, 100, 30, 20, 0; 15) | (130/150) | (92) | (21.06) | (160) | (15, 4, 2, −) | (0, 6.5, 0, −) | (750) | (3.5) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 150 | 3, 3, 3, 3 | 0, 0, 0, 10 | 1000 | 4 | |
| spearman | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (19.305) | (160) | (15, 4, 3, −) | (0, 6, 5, −) | (2000) | (4.5) | |
| cavalry | 2 | 40, 80, 0, 0, 0; 60 | 120/− | 85 | 15.0 | 150 | 3, 3, 3, 3 | 2, 0, 0, 8 | 1000 | 4 | |
| lancer | (1) | (−, 100, 50, 0, 0; 15) | (130/150) | (92) | (19.305) | (160) | (15, 4, 3, −) | (0, 6, 5, −) | (2000) | (4.5) | |

2.3.4 Chariotry

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|---------------------|--------------|--|------------------|-----------------|-----------------|--------------|-----------------------------|---|------------------------|-------------------|---|
| biga longbowman | 4 (1) | 90, 160, 0, 0, 0; 75 (-, 250, 100, 100, 0; 30) | 180/- (150/-) | 85 (96) | 16.0 (20.25) | 240 (240) | 5, 5, 5, 5 (20, 7, 5, -) | 0, 0, 7, 0 (0, 0, 14, -) | 1000 (1000) | 70+2 (76) | arrow count: 1-2 (-) |
| biga archer | 4 (1) | 90, 160, 0, 0, 0; 75 (-, 250, 100, 100, 0; 30) | 180/- (150/-) | 85 (96) | 16.0 (20.25) | 240 (240) | 5, 5, 5, 5 (20, 7, 5, -) | 0, 0, 8, 0 (0, 0, 14, -) | 1000 (1000) | 60+2 (76) | arrow count: 1-2 (-) |
| biga javelinist | 4 (1) | 90, 160, 0, 0, 0; 75 (-, 250, 100, 100, 0; 30) | 180/- (150/-) | 85 (96) | 16.0 (20.25) | 240 (240) | 5, 5, 5, 5 (20, 7, 5, -) | 0, 0, 21, 0 (0, 0, 36, -) | 1000 (1250) | 30+2 (32) | arrow count: 1-2 (-) |
| quadriga scythed | 6 (1) | 120, 240, 0, 0, 0; 75 (-, 250, 100, 100, 0; 30) | 240/- (150/-) | 85 (96) | 17.0 (20.25) | 360 (240) | 6, 6, 6, 6 (20, 7, 5, -) | 5, 10, 0, 10 0, 0, 8, 0 (0, 0, 14, -) | 1000 1000 (1000) | 8 60+2 (76) | [melee] [ranged] arrow count: 1-2 (-) |

2.3.5 Elephantry

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|---------------------------|--------------|--|------------------|-----------------|----------------|--------------|--------------------------------|--------------------------------|----------------|--------------|----------------|
| Indian elephant | 6 (3) | 330, 330, 0, 0, 0; 90 (-, 250, 0, 250, 0; 30) | 360/- (150/-) | 95 (100) | 12.0 (8.45) | 660 (750) | 12, 3, 9, 6 (25, 10, 10, -) | 66, 0, 0, 0 (150, 20, 0, -) | 1000 (1500) | 6 (8) | |
| North African elephant | 6 (3) | 270, 270, 0, 0, 0; 90 (-, 250, 0, 250, 0; 30) | 360/- (150/-) | 95 (100) | 12.0 (8.45) | 540 (750) | 12, 3, 9, 6 (25, 10, 10, -) | 54, 0, 0, 0 (150, 20, 0, -) | 1000 (1500) | 6 (8) | |

2.3.6 Dogs

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|------------|--------------|---|-------------------|-----------------|-----------------|------------|----------------------------|----------------------------|----------------|--------------|----------------|
| war dog | 0 (0) | 0, 30, 0, 0, 0; 15 (-, 100, 0, 0, 0; 15) | 15/- (100/100) | 30 (30) | 14.0 (14.40) | 30 (90) | 1, 1, 2, 1 (1, 1, 2, -) | 0, 5, 5, 0 (0, 7, 2, -) | 1000 (1000) | 2 (3) | |

2.3.7 Siege engines

| class | pop. size | construction costs (s, f, w, i, s; time) | exp. loot/up | vision range packed/unpacked | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|---------------------------|--------------|---|-----------------|---------------------------------|---------------|--------------|------------------------------|----------------------------------|----------------|------------------------|--|
| scorpio bolt-shooter | 2 (2) | 0, 50, 50, 100, 0; 60 (−, 0, 250, 250, 0; 20) | −/− (200/−) | 100 (120) | 8.0 (8.1) | 100 (200) | 5, 1, 50, 2 (5, 1, 50, −) | 0, 0, 40, 20 (25, 0, 150, −) | 4000 (4000) | 10–90 (26–80) | un/pack (ms): 4000 (10000) l. splash: − (5c+0h+75p) |
| polybolos bolt-shooter | 4 (2) | 0, 100, 150, 150, 0; 90 (−, 0, 250, 250, 0; 20) | −/− (200/−) | 100 (120) | 8.0 (8.1) | 200 (200) | 5, 1, 50, 2 (5, 1, 50, −) | 0, 0, 40, 20 (25, 0, 150, −) | 2000 (4000) | 15–95 (26–80) | un/pack (ms): 8000 (10000) l. splash: − (5c+0h+75p) |
| oxybeles bolt-shooter | 4 (2) | 0, 100, 150, 150, 0; 80 (−, 0, 250, 250, 0; 20) | −/− (200/−) | 100 (120) | 8.0 (8.1) | 200 (200) | 5, 1, 50, 2 (5, 1, 50, −) | 0, 0, 100, 50 (25, 0, 150, −) | 5000 (4000) | 20–100 (26–80) | un/pack (ms): 8000 (10000) l. splash: − (5c+0h+75p) |
| stone-thrower | 4 (2) | 0, 100, 200, 100, 0; 100 (−, 0, 400, 0, 250; 25) | −/− (300/−) | 100 (120) | 7.0 (7.2) | 250 (250) | 5, 1, 50, 2 (5, 1, 50, −) | 120, 0, 0, 0 (100, 0, 10, −) | 5000 (5000) | 30–90 (26–80) | un/pack (ms): 12000 (10000) c. splash: − (35c+0h+15p) |
| small battering ram | 4 (3) | 0, 100, 250, 50, 0; 40 (−, 0, 350, 200, 0; 30) | −/− (60/−) | 40 (80) | 6.0 (8.1) | 400 (400) | 5, 1, 50, 2 (5, 1, 50, −) | 80, 0, 0, 0 (150, 0, 0, −) | 2000 (1500) | 7 (6.5) | garrison capacity: 6 (10) |
| large battering ram | 4 (3) | 0, 100, 350, 50, 0; 50 (−, 0, 350, 200, 0; 30) | −/− (60/−) | 40 (80) | 6.0 (8.1) | 500 (400) | 5, 1, 50, 2 (5, 1, 50, −) | 80, 0, 0, 0 (150, 0, 0, −) | 2000 (1500) | 9 (6.5) | garrison capacity: 10 (10) |
| siege tower | 6 (3) | 0, 200, 500, 300, 0; 150 (−, 0, 500, 300, 0; 60) | −/− (60/−) | 100 (80) | 4.0 (6.3) | 750 (500) | 5, 1, 50, 2 (5, 1, 50, −) | 3, 0, 9, 0 (2.5, 0, 12, −) | 2000 (2000) | 10–60+15 (10–55+10) | garrison capacity: 20 (20) arrow count: 2–12 (0–10) |

2.3.8 Ships

| class | pop. size | construction costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|-------------------------|--------------|--|-----------------|-----------------|-----------------|----------------|------------------------------|-------------------------------|----------------|---------------|--|
| fishing boat | 0 (1) | 0, 15, 60, 0, 0; 20 (-, 0, 50, 0, 0; 20) | -/- (1/-) | 75 (30) | 12.0 (9.9) | 150 (200) | 2, 2, 4, 2 (2, 2, 5, -) | 0, 0, 0, 10 (0, 10, 0, -) | 1000 (1000) | 5 (5) | garrison capacity: 1 (1) food capacity: 60 (40) |
| merchant ship | 0 (1) | 0, 30, 120, 60, 0; 40 (-, 0, 0, 100, 0; 20) | -/- (25/-) | 90 (50) | 11.0 (12.15) | 600 (400) | 3, 3, 6, 3 (2, 2, 5, -) | - (-) | - (-) | - (-) | garrison capacity: 15 (15) trade gain: 0.75 (0.75) |
| fireship | 0 (1) | 0, 0, 150, 0, 0; 15 (-, 0, 50, 0, 0; 30) | -/- (-/-) | 60 (60) | 13.0 (14.4) | 450 (500) | 4, 4, 8, 4 (5, 5, 10, -) | 5, 5, 5, 5 (10, 10, 10, -) | 100 (100) | 10 (8) | regeneration: -5 (-6); death damage |
| barge (trireme) | 0 (3) | 0, 50, 250, 100, 0; 50 (-, 0, 150, 150, 0; 40) | -/- (100/-) | 120 (90) | 10.0 (14.58) | 1800 (1600) | 5, 5, 10, 5 (5, 5, 10, -) | 0, 0, 6, 0 (0, 0, 35, -) | 1000 (2000) | 60 (55) | garrison capacity: 45 (40) arrow count: 0-20 (3-13) |
| huge barge (trireme) | 0 (3) | 0, 100, 400, 150, 0; 80 (-, 0, 150, 150, 0; 40) | -/- (100/-) | 120 (90) | 8.5 (14.58) | 2700 (1600) | 5, 5, 10, 5 (5, 5, 10, -) | 0, 0, 6, 0 (0, 0, 35, -) | 1000 (2000) | 60 (55) | garrison capacity: 75 (40) arrow count: 0-30 (3-13) |
| triaconter (bireme) | 0 (2) | 0, 60, 60, 30, 0; 30 (-, 0, 125, 50, 0; 20) | -/- (75/-) | 105 (90) | 10.0 (13.95) | 300 (800) | 5, 5, 10, 5 (5, 5, 10, -) | 0, 0, 6, 0 (0, 0, 35, -) | 1000 (2000) | 60 (45) | garrison capacity: 5 (20) arrow count: 1-3 (2-10) |
| penteconter (bireme) | 0 (2) | 0, 100, 100, 50, 0; 45 (-, 0, 125, 50, 0; 20) | -/- (75/-) | 105 (90) | 9.5 (13.95) | 500 (800) | 5, 5, 10, 5 (5, 5, 10, -) | 0, 0, 6, 0 (0, 0, 35, -) | 1000 (2000) | 60 (45) | garrison capacity: 10 (20) arrow count: 1-5 (2-10) |
| trireme (trireme) | 0 (3) | 0, 300, 300, 150, 0; 60 (-, 0, 150, 150, 0; 25) | -/- (100/-) | 100 (90) | 8.5 (16.2) | 1500 (1400) | 6, 6, 12, 6 (5, 5, 10, -) | 0, 0, 6, 0 (0, 0, 35, -) | 1000 (2000) | 60 (55) | garrison capacity: 20 (30) arrow count: 2-10 (3-13) |
| quadrireme (trireme) | 0 (3) | 0, 400, 400, 200, 0; 75 (-, 0, 150, 150, 0; 25) | -/- (100/-) | 100 (90) | 8.0 (16.2) | 2000 (1400) | 6, 6, 12, 6 (5, 5, 10, -) | 0, 0, 6, 0 (0, 0, 35, -) | 1000 (2000) | 60 (55) | garrison capacity: 40 (30) arrow count: 4-20 (3-13) |
| quinquereme | 0 (3) | 0, 500, 500, 250, 0; 90 (-, 0, 350, 200, 350; 30) | -/- (150/-) | 100 (110) | 7.5 (16.2) | 2500 (2000) | 7, 7, 14, 7 (5, 5, 10, -) | 0, 0, 6, 0 (100, 0, 10, -) | 1000 (5000) | 60 (10-72) | garrison capacity: 60 (50) arrow count: 6-30 (1-10) |

2.3.9 Support

| class | pop. size | training costs (s, f, w, i, s; time) | exp. loot/up | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | other stats |
|---------------------------|--------------|--|-----------------|-----------------|---------------|--------------|-----------------------------|----------------------------|----------------|--------------|-------------------------|
| woman (female citizen) | 1 (1) | 0, 30, 0, 0, 0; 60 (-, 50, 0, 0, 0; 8) | -/- (10/-) | 60 (32) | 9.0 (9.0) | 45 (25) | 1, 1, 1, 1 (1, 1, 1, -) | 5, 0, 0, 0 (0, 2, 0, -) | 1000 (1000) | 15 (3) | build rate: - (1.0) |
| slave | 1 (0) | 30, 0, 0, 0, 0; 30 (-, 0, 0, 50, 0; 20) | -/- (10/-) | 60 (12) | 9.0 (9.0) | 45 (100) | 1, 1, 1, 1 (1, 1, 1, -) | - (-) | - (-) | - (-) | build rate: 0.5 (0.5) |
| healer | 1 (1) | 60, 30, 0, 0, 0; 60 (-, 250, 0, 0, 0; 8) | -/- (10/150) | 60 (30) | 9.0 (9.0) | 75 (85) | 1, 1, 1, 1 (1, 1, 1, -) | heal 1 HP (heal 5 HP) | 500 (2000) | 12 (12) | |
| trader | 1 (1) | 0, 50, 50, 50, 0; 30 (-, 100, 0, 80, 0; 15) | -/- (10/-) | 60 (60) | 9.0 (9.0) | 100 (100) | 1, 1, 1, 1 (1, 1, 1, -) | - (-) | - (-) | - (-) | trade gain: 0.75 (0.75) |
| worker elephant | 3 (1) | 0, 150, 0, 0, 0; 45 (-, 150, 0, 0, 0; 20) | -/- (50/-) | 60 (50) | 5.4 (5.4) | 450 (300) | 8, 2, 6, 4 (10, 5, 8, -) | - (-) | - (-) | - (-) | build rate: 2.0 (2.0) |

2.3.10 Fauna

| class | food amount | max gatherers | exp. loot | vision range | walk speed | health | armour (c, h, p, t) | damage (c, h, p, t) | rate (ms) | range (m) | behaviour |
|--------------------------|----------------|------------------|--------------|-----------------|---------------|--------|------------------------|------------------------|--------------|--------------|------------|
| chicken | 15 | 1 | – | 10 | 1.5 | 3 | 1, 1, 1, 1 | – | – | – | domestic |
| peacock | 25 | 1 | – | 10 | 2.5 | 5 | 1, 1, 1, 1 | – | – | – | domestic |
| goat | 75 | 2 | – | 10 | 4.5 | 15 | 1, 1, 1, 1 | – | – | – | domestic |
| sheep | 100 | 2 | – | 10 | 4.0 | 20 | 1, 1, 1, 1 | – | – | – | domestic |
| pig | 150 | 2 | – | 10 | 3.0 | 30 | 1, 1, 1, 1 | – | – | – | domestic |
| flaming ” | – | – | – | 10 | 9.0 | 30 | 1, 1, 1, 1 | – | – | – | domestic |
| zebu | 300 | 5 | – | 10 | 5.0 | 60 | 1, 1, 1, 1 | – | – | – | domestic |
| rabbit | 20 | 1 | – | 10 | 3.5 | 10 | 1, 1, 1, 1 | – | – | – | skittish |
| donkey | 120 | 2 | – | 10 | 6.0 | 40 | 1, 1, 1, 1 | – | – | – | skittish |
| horse | 200 | 3 | – | 10 | 8.0 | 60 | 1, 1, 1, 1 | – | – | – | skittish |
| pony | 160 | 2 | – | 10 | 6.4 | 45 | 1, 1, 1, 1 | – | – | – | skittish |
| dromedary camel | 250 | 4 | – | 10 | 7.0 | 80 | 1, 1, 1, 1 | – | – | – | skittish |
| deer | 130 | 2 | – | 10 | 3.0 | 65 | 1, 1, 2, 1 | – | – | – | skittish |
| gazelle | 60 | 2 | – | 10 | 12.5 | 30 | 1, 1, 1, 1 | – | – | – | skittish |
| giraffe | 350 | 6 | – | 10 | 6.0 | 150 | 1, 1, 1, 1 | – | – | – | skittish |
| ” infant | 140 | 2 | – | 10 | 5.4 | 60 | 1, 1, 1, 1 | – | – | – | skittish |
| muskox | 170 | 3 | – | 10 | 5.5 | 85 | 2, 1, 4, 1 | – | – | – | skittish |
| wildebeast | 210 | 3 | – | 10 | 8.5 | 105 | 2, 1, 2, 1 | – | – | – | skittish |
| zebra | 170 | 3 | – | 10 | 9.0 | 85 | 1, 1, 1, 1 | – | – | – | skittish |
| African bush elephant | 700 | 11 | 70 | 10 | 5.0 | 350 | 5, 3, 4, 2 | 99, 0, 0, 0 | 2000 | 6 | defensive |
| ” ” ” infant | 280 | 4 | – | 10 | 4.5 | 140 | 4, 2, 3, 1 | – | – | – | skittish |
| Asian elephant | 600 | 10 | 60 | 10 | 5.0 | 300 | 5, 3, 4, 2 | 90, 0, 0, 0 | 2000 | 6 | defensive |
| ” ” infant | 240 | 4 | – | 10 | 4.5 | 120 | 4, 2, 3, 1 | – | – | – | skittish |
| North African elephant | 500 | 9 | 50 | 10 | 5.0 | 250 | 5, 3, 4, 2 | 81, 0, 0, 0 | 2000 | 6 | defensive |
| ” ” ” infant | 200 | 4 | – | 10 | 4.5 | 100 | 4, 2, 3, 1 | – | – | – | skittish |
| walrus | 320 | 6 | – | 10 | 2.0 | 160 | 4, 2, 4, 2 | 10, 0, 15, 25 | 2000 | 5 | defensive |
| bear | 280 | 4 | – | 10 | 6.0 | 140 | 4, 2, 3, 1 | 20, 20, 0, 0 | 2000 | 6 | aggressive |
| boar | 140 | 2 | – | 10 | 8.0 | 70 | 3, 1, 2, 1 | 8, 0, 0, 16 | 2000 | 4 | aggressive |
| crocodile | 180 | 3 | – | 10 | 4.0 | 90 | 7, 3, 9, 5 | 0, 30, 0, 0 | 2000 | 8 | aggressive |
| rhinoceros | 400 | 7 | – | 10 | 7.0 | 200 | 4, 2, 5, 3 | 20, 0, 0, 20 | 2000 | 6 | aggressive |
| fox (red, arctic) | – | – | – | 10 | 9.0 | 30 | 1, 1, 3, 1 | 0, 5, 5, 0 | 2000 | 2 | defensive |
| dog (mastiff, wolfhound) | – | – | – | 10 | 11.0 | 50 | 1, 1, 3, 1 | 0, 10, 10, 0 | 2000 | 3 | aggressive |
| wolf (red, arctic) | – | – | – | 10 | 12.0 | 70 | 1, 1, 3, 1 | 0, 15, 15, 0 | 2000 | 4 | aggressive |
| lion(ess) | – | – | – | 10 | 13.0 | 100 | 1, 1, 3, 1 | 0, 20, 20, 0 | 2000 | 5 | violent |
| tiger | – | – | – | 10 | 14.0 | 110 | 1, 1, 3, 1 | 0, 25, 25, 0 | 2000 | 6 | violent |
| shark | – | – | – | 10 | 9.0 | 180 | 1, 1, 1, 1 | – | – | – | passive |
| whale (fin, humpback) | 2000 | 5 | – | 10 | 15.0 | 400 | 7, 3, 5, 1 | – | – | – | skittish |

2.4 Unit roster

2.4.1 Support

| | BRIT | CART | GAUL | GREE | IBER | KUSH | MACE | MAUR | PERS | PTOL | ROME | SELE |
|----------|------|------|------|------|------|------|------|------|------|------|------|------|
| woman | V | V | V | V | V | V | V | V | V | V | V | V |
| trader | V | V | V | V | V | V | V | V | V | V | V | V |
| healer | T | T | T | T | T | T | T | T | T | T | T | T |
| elephant | – | – | – | – | – | – | – | V | – | – | – | – |
| slave | – | – | – | – | – | – | – | – | – | – | – | – |

NB: –: not available for this faction, *V*: requires village phase, *T*: requires town phase, *C*: requires city phase, *M*: requires metropolis phase, *: only available at some captured structures.

2.4.2 Infantry

| | BRIT | CART | GAUL | GREE | IBER | KUSH | MACE | MAUR | PERS | PTOL | ROME | SELE |
|------------------------|------|------|------|------|------|------|------|------|------|------|------|------|
| infantry lead-slinger | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | T | – | T | – | – | T | – | – | T | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| infantry longbowman | – | – | – | – | – | V | – | V | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| infantry archer | – | V | – | – | – | – | – | – | V | – | – | T |
| " " mercenary | – | – | – | T | – | – | T | – | – | T | – | – |
| " " champion | – | – | – | – | – | C | – | – | – | – | – | – |
| infantry crossbowman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | C | – | – | – | – | – |
| infantry stone-slinger | V | – | T | – | T | – | – | – | – | V | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| infantry javelinist | T | – | V | V | V | – | V | – | T | – | V | V |
| " " mercenary | – | T | – | T | – | T | – | – | – | T | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| infantry axe-thrower | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| infantry maceman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | T | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | C | – | – | – | – |
| infantry axeman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | C | – | – | – | – | – | – |
| infantry sabreman | – | – | – | – | V | – | – | T | – | – | V | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | C | – | – | – | – | – | – |
| infantry longswordsman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | C* | – | – | – | – | – | – | – | – | – | – | – |
| infantry swordsman | T | – | V | – | – | T | – | – | – | – | T | – |
| " " mercenary | – | T | – | – | – | – | – | – | – | T | – | – |
| " " champion | – | – | C* | – | – | – | – | – | – | – | C | C |
| infantry spearman | V | V | T | V | T | V | – | V | V | – | T | V |
| " " mercenary | – | T | – | T | – | – | T | – | – | T | – | – |
| " " champion | – | C | – | C | – | – | C | – | C | – | – | – |
| infantry pikeman | – | – | – | – | – | T | V | – | – | V | – | T |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | C | – | C |

NB: –: not available for this faction, *V*: requires village phase, *T*: requires town phase, *C*: requires city phase, *M*: requires metropolis phase, *: only available at some captured structures.

2.4.3 Cavalry

| | BRIT | CART | GAUL | GREE | IBER | KUSH | MACE | MAUR | PERS | PTOL | ROME | SELE |
|---------------------|------|------|------|------|------|------|------|------|------|------|------|------|
| cavalry longbowman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| cavalry archer | – | – | – | – | – | – | – | – | T | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | T |
| " " champion | – | – | – | – | – | – | – | – | C | – | – | – |
| cavalry crossbowman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| cavalry javelinist | V | V | T | V | V | V | T | V | V | – | T | V |
| " " mercenary | – | T | – | – | – | – | – | – | – | T | – | – |
| " " champion | – | – | – | – | C | – | – | – | – | – | – | – |
| cavalry maceman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| cavalry axeman | – | – | – | – | – | – | – | – | T | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| cavalry sabreman | – | – | – | T | – | – | – | – | – | – | – | – |
| " " mercenary | – | T | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| cavalry swordsman | T | – | V | – | – | – | – | T | – | – | – | – |
| " " mercenary | – | T | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| cavalry spearman | – | – | – | – | T | T | – | – | T | T | V | – |
| " " mercenary | – | T | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | C | – | – | C | – | – | – | C | – | – |
| cavalry lancer | – | – | – | – | – | – | V | – | – | – | – | T |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | C | – | – | – | – | C | – | C | – | – | C |

NB: –: not available for this faction, *V*: requires village phase, *T*: requires town phase, *C*: requires city phase, *M*: requires metropolis phase, *: only available at some captured structures.

2.4.4 Exotic units

| | BRIT | CART | GAUL | GREE | IBER | KUSH | MACE | MAUR | PERS | PTOL | ROME | SELE |
|------------------------|------|------|------|------|------|------|------|------|------|------|------|------|
| camel archer | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | T | T | – | T |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| camel javelinist | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | T | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| camel spearman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| biga longbowman | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | C | – | – | – | – |
| biga archer | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | – | – | – | – |
| biga javelinist | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | C | – | – | – | – | – | – | – | – | – | – | – |
| quadriga scythed | – | – | – | – | – | – | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | – | – | – | – | – | – | – | C | – | – | C |
| Indian elephant | – | – | – | – | – | – | – | T | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | C* | – | C | – | – | – |
| " " champion | – | – | – | – | – | – | – | C | – | – | – | C |
| North African elephant | – | – | – | – | – | C | – | – | – | – | – | – |
| " " mercenary | – | – | – | – | – | – | – | – | – | – | – | – |
| " " champion | – | C | – | – | – | – | – | – | – | C | – | – |
| war dog | V | – | – | – | – | – | – | – | – | – | – | – |

NB: –: not available for this faction, *V*: requires village phase, *T*: requires town phase, *C*: requires city phase, *M*: requires metropolis phase, *: only available at some captured structures.

2.4.5 Siege engines

| | BRIT | CART | GAUL | GREE | IBER | KUSH | MACE | MAUR | PERS | PTOL | ROME | SELE |
|---------------------|------|------|------|------|------|------|------|------|------|------|------|------|
| scorpio | – | – | – | – | – | – | – | – | – | – | C | – |
| polybolos | – | – | – | – | – | – | – | – | – | C | – | – |
| oxybeles | – | C | – | C | – | – | C | – | – | – | – | – |
| stone-thrower | – | C | – | – | – | – | C | C | – | C | C | C |
| small battering ram | T | T | T | T | T | – | – | T | – | – | – | – |
| large battering ram | – | – | – | – | – | T | T | – | T | T | T | T |
| siege tower | – | – | – | – | – | – | C | – | – | C | – | C |

NB: –: not available for this faction, *V*: requires village phase, *T*: requires town phase, *C*: requires city phase, *M*: requires metropolis phase, *: only available at some captured structures.

2.4.6 Ships

| | BRIT | CART | GAUL | GREE | IBER | KUSH | MACE | MAUR | PERS | PTOL | ROME | SELE |
|----------------|------|------|------|------|------|------|------|------|------|------|------|------|
| fishing boat | V | V | V | V | V | V | V | V | V | V | V | V |
| merchant ship | T | T | T | T | T | T | T | T | T | T | T | T |
| fireship | – | – | – | – | T | – | – | – | – | – | – | – |
| war barge | T | – | T | – | T | – | – | T | – | – | – | – |
| war barge huge | – | – | – | – | – | – | – | C | – | – | – | – |
| triaconter | – | – | – | – | – | – | – | – | – | – | – | – |
| penteconter | – | – | – | T | – | – | T | – | T | – | T | T |
| trireme | – | T | – | T | – | T | T | – | T | T | T | T |
| quadrireme | – | C | – | – | – | – | – | – | – | C | C | – |
| quinquereme | – | C | – | – | – | – | – | – | – | C | C | – |

NB: –: not available for this faction, *V*: requires village phase, *T*: requires town phase, *C*: requires city phase, *M*: requires metropolis phase, *: only available at some captured structures.

3 Structures

3.1 Civic

| class | building costs (s, f, w, i, s; time) | pop. bonus | loot (s, f, w, i, s; exp) | armour (c, h, p, t) | capture points | garrison capacity | health | territory (root/radius/weight) | vision range |
|-----------------------------------|---|-----------------|--|---|-------------------|----------------------|--------------------------|--|--------------------|
| centre, crannog (civil center) | 0, 300, 300, 0, 0; 500 (-, 0, 500, 500, 500; 500) | 15 (20) | 60, 60, 60, 0, 0; 250 (-, 0, 200, 200, 200; 200) | 3, 25, 35, 30 (3, 25, 35, -) | 2500 (2500) | 20 (20) | 3000 (3000) | 1/150/10000 (1/140/10000) | 100 (90) |
| pillar (monument) (pillar) | 0, 0, 0, 100, 100; 100 (-, 0, 0, 100, 100; 120) (-, 0, 0, 100, 100; 80) | 0 (0) (0) | 0, 0, 0, 20, 20; 0 (-, 0, 0, 25, 25; 0) (-, 0, 0, 25, 25; 0) | 5, 25, 35, 30 (3, 20, 30, -) (3, 20, 30, -) | - (-) (-) | - (-) (-) | 1000 (1200) (1000) | 1/50/50000 (1/38/40000) (1/38/40000) | 50 (60) (40) |
| temple | 0, 0, 100, 100, 300; 300 (-, 0, 0, 0, 300; 200) | 0 (5) | 0, 0, 20, 20, 60; 0 (-, 0, 0, 50, 50; 0) | 5, 25, 35, 30 (3, 20, 30, -) | 1000 (500) | 20 (20) | 2000 (2000) | 0/50/50000 (0/40/30000) | 50 (40) |
| library | 0, 0, 150, 150, 450; 400 (-, 0, 0, 200, 200; 200) | 0 (0) | 0, 0, 30, 30, 90; 0 (-, 0, 0, 50, 50; 0) | 5, 25, 35, 30 (3, 20, 30, -) | 1000 (500) | 25 (5) | 2500 (2000) | 0/50/50000 (0/50/40000) | 50 (40) |
| lighthouse | 0, 0, 200, 200, 600; 500 (-, 0, 0, 200, 200; 200) | 0 (0) | 0, 0, 40, 40, 120; 0 (-, 0, 0, 50, 50; 0) | 5, 25, 35, 30 (3, 20, 30, -) | 1000 (500) | (5) (5) | 3000 (2000) | - (0/0/40000) | 200 (180) |
| theatre | 0, 0, 300, 300, 900; 600 (-, 0, 0, 500, 500; 500) | 0 (0) | 0, 0, 60, 60, 180; 0 (-, 0, 0, 125, 125; 0) | 5, 25, 35, 30 (3, 20, 30, -) | 1000 (500) | (5) (5) | 4000 (2000) | 0/100/50000 (0/100/40000) | 50 (40) |
| wonder | 0, 0, 1000, 1000, 2000; 1200 (-, 1000, 1000, 1000, 1000; 1000) | 0 (0) | 400, 200, 200, 200, 200; 0 (-, 300, 300, 300, 300; 300) | 5, 25, 35, 30 (3, 15, 25, -) | 3000 (2000) | 50 (30) | 6000 (5000) | 1/100/65535 (1/100/65535) | 50 (72) |

3.2 Economic

| class | building costs (s, f, w, i, s; time) | pop. bonus | loot (s, f, w, i, s; exp) | armour (c, h, p, t) | capture points | garrison capacity | health | territory (root/radius/weight) | vision range |
|-------------|--|---------------|---|---------------------------------|-------------------|----------------------|----------------|-----------------------------------|-----------------|
| field | 0, 0, 100, 0, 0; 60 (-, 0, 100, 0, 0; 50) | 0 (0) | 0, 0, 20, 0, 0; 0 (-, 50, 0, 0, 0; 0) | 5, 15, 40, 25 (5, 15, 40, -) | 100 (500) | - (-) | 300 (250) | - (-) | 0 (0) |
| corral | 0, 0, 100, 0, 0; 30 (-, 0, 100, 0, 0; 50) | 0 (0) | 0, 0, 20, 0, 0; 0 (-, 25, 10, 0, 0; 0) | 1, 5, 20, 10 (1, 1, 20, -) | 300 (500) | 3 (-) | 500 (500) | - (0/20/30000) | 30 (20) |
| storehouse | 0, 0, 100, 0, 0; 40 (-, 0, 100, 0, 0; 40) | 0 (0) | 0, 0, 20, 0, 0; 0 (-, 0, 10, 0, 0; 0) | 1, 5, 20, 10 (1, 5, 20, -) | 300 (300) | 4 (-) | 700 (800) | - (0/20/30000) | 30 (20) |
| farmstead | 0, 0, 100, 0, 0; 50 (-, 0, 100, 0, 0; 45) | 0 (0) | 0, 0, 20, 0, 0; 0 (-, 100, 10, 0, 0; 0) | 1, 5, 20, 10 (1, 5, 20, -) | 300 (300) | 5 (-) | 900 (900) | - (0/20/30000) | 30 (20) |
| small house | 0, 0, 75, 0, 0; 25 (-, 0, 75, 0, 0; 30) | 5 (5) | 0, 0, 15, 0, 0; 0 (-, 0, 10, 0, 0; 0) | 1, 5, 20, 10 (3, 20, 30, -) | 200 (300) | 3 (3) | 600 (800) | - (0/16/65535) | 30 (20) |
| big house | 0, 0, 150, 0, 0; 45 (-, 0, 150, 0, 0; 50) | 10 (10) | 0, 0, 30, 0, 0; 0 (-, 0, 20, 0, 0; 0) | 1, 5, 20, 10 (3, 20, 30, -) | 400 (300) | 6 (6) | 1000 (1200) | - (0/20/40000) | 30 (20) |
| dock | 0, 0, 200, 0, 0; 150 (-, 0, 200, 0, 0; 150) | 0 (5) | 0, 0, 40, 0, 0; 0 (-, 30, 30, 0, 0; 0) | 3, 20, 35, 10 (3, 20, 35, -) | 500 (500) | 5 (1) | 1500 (2500) | - (-) | 30 (40) |
| market | 0, 0, 300, 0, 0; 120 (-, 0, 300, 0, 0; 150) | 0 (0) | 0, 0, 60, 0, 0; 0 (-, 25, 25, 25, 25; 0) | 1, 5, 20, 10 (1, 5, 20, -) | 500 (500) | 10 (-) | 1500 (1500) | - (0/40/30000) | 30 (32) |
| rotary mill | 0, 0, 200, 0, 100; 100 (-, 0, 200, 0, 100; 100) | 0 (2) | 0, 0, 40, 0, 20; 0 (-, 50, 25, 0, 15; 0) | 3, 20, 30, 10 (3, 20, 30, -) | 300 (500) | 6 (-) | 1500 (2000) | - (0/32/40000) | 30 (40) |

3.3 Military

| class | building costs (s, f, w, i, s; time) | pop. bonus | loot (s, f, w, i, s; exp) | armour (c, h, p, t) | capture points | garrison capacity | health | territory (root/radius/weight) | vision range |
|-------------------------|--|---------------|---|---------------------------------|-------------------|----------------------|----------------|-----------------------------------|-----------------|
| blacksmith | 0, 0, 200, 100, 0; 150 (-, 0, 200, 0, 0; 200) | 0 (0) | 0, 0, 40, 20, 0; 0 (-, 0, 50, 25, 0; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 500 (500) | 8 (1) | 2000 (2000) | 0/40/40000 (0/38/30000) | 40 (32) |
| embassy | 0, 0, 200, 0, 0; 150 (-, 0, 100, 200, 100; 150) | 0 (0) | 0, 0, 40, 0, 0; 0 (-, 0, 10, 0, 20; 0) | 3, 20, 40, 30 (3, 20, 30, -) | 1000 (500) | 6 (6) | 2000 (2000) | 0/40/40000 (0/25/40000) | 40 (24) |
| kennel | 0, 50, 50, 0, 0; 50 (-, 0, 50, 200, 50; 50) | 0 (0) | 0, 10, 10, 0, 0; 0 (-, 0, 10, 10, 0; 0) | 3, 20, 40, 30 (5, 10, 40, -) | 250 (500) | 5 (5) | 500 (500) | 0/20/40000 (0/20/30000) | 40 (40) |
| barracks | 0, 100, 300, 0, 0; 150 (-, 0, 300, 0, 0; 150) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 30, 0, 10; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 15 (10) | 2000 (2000) | 0/40/40000 (0/50/40000) | 40 (32) |
| practice range | 0, 100, 300, 0, 0; 150 (-, 0, 300, 0, 0; 150) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 30, 0, 10; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 10 (10) | 2000 (2000) | 0/40/40000 (0/50/40000) | 40 (32) |
| camel stables | 0, 100, 300, 0, 0; 150 (-, 0, 0, 0, 200; 150) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 30, 0, 10; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 10 (10) | 2000 (2000) | 0/40/40000 (0/50/40000) | 40 (32) |
| cavalry stables | 0, 100, 300, 0, 0; 150 (-, 0, 0, 0, 200; 150) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 30, 0, 10; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 10 (10) | 2000 (2000) | 0/40/40000 (0/50/40000) | 40 (32) |
| chariot stables | 0, 100, 300, 0, 0; 200 (-, 0, 0, 0, 200; 150) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 30, 0, 10; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 5 (10) | 2000 (2000) | 0/40/40000 (0/50/40000) | 40 (32) |
| elephant stables | 0, 100, 300, 0, 0; 250 (-, 0, 0, 200, 200; 300) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 0, 50, 50; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 5 (5) | 2000 (3000) | 0/40/40000 (0/38/40000) | 40 (40) |
| workshop | 0, 100, 300, 0, 0; 200 (-, 0, 300, 0, 0; 200) | 0 (0) | 0, 20, 60, 0, 0; 0 (-, 0, 75, 0, 0; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 2 (2) | 2000 (2000) | 0/40/40000 (0/38/40000) | 40 (40) |
| shipyard (dock) | 0, 100, 300, 0, 0; 150 (-, 0, 200, 0, 0; 150) | 0 (5) | 0, 20, 60, 0, 0; 0 (-, 30, 30, 0, 0; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 1000 (500) | 5 (1) | 2000 (2500) | - (-) | 40 (40) |
| harbour (super dock) | 0, 100, 400, 100, 200; 500 (-, 0, 300, 0, 200; 500) | 0 (10) | 0, 20, 80, 20, 40; 0 (-, 0, 75, 50, 50; 0) | 3, 20, 40, 30 (3, 20, 35, -) | 2500 (2000) | 5 (5) | 5000 (5000) | 1/200/25000 (1/200/25000) | 100 (100) |

3.4 Defensive

| class | building costs (s, f, w, i, s; time) | pop. bonus | loot (s, f, w, i, s; exp) | armour (c, h, p, t) | capture points | garrison capacity | health | territory (root/radius/weight) | vision range |
|--------------------------------|---|---------------|--|---------------------------------|-------------------|----------------------|----------------|-----------------------------------|-----------------|
| outpost | 0, 0, 75, 0, 0; 30 (-, 0, 80, 0, 0; 40) | 0 (0) | 0, 0, 15, 0, 0; 0 (-, 0, 8, 0, 0; 100) | 1, 5, 20, 10 (1, 5, 20, -) | 500 (500) | 1 (1) | 750 (800) | - (-) | 80 (80) |
| small tower (sentry tower) | 0, 50, 100, 0, 50; 90 (-, 0, 100, 0, 0; 40) | 0 (0) | 0, 10, 20, 0, 0; 0 (-, 0, 20, 0, 0; 100) | 2, 20, 30, 25 (1, 20, 25, -) | 500 (500) | 3 (3) | 1000 (500) | 0/16/30000 (0/16/30000) | 80 (80) |
| large tower (defense tower) | 0, 50, 150, 0, 100; 150 (-, 0, 100, 0, 100; 150) | 0 (0) | 0, 10, 30, 0, 20; 0 (-, 0, 0, 0, 20; 100) | 3, 25, 30, 30 (3, 25, 30, -) | 500 (500) | 5 (5) | 1500 (1000) | 0/32/40000 (0/32/40000) | 80 (80) |
| fortress | 0, 200, 400, 100, 800; 600 (-, 0, 0, 0, 1000; 500) | 0 (10) | 0, 40, 80, 20, 160; 0 (-, 0, 0, 0, 65; 100) | 3, 25, 30, 30 (6, 25, 40, -) | 4000 (4000) | 30 (20) | 6000 (4200) | 1/100/40000 (0/100/40000) | 100 (80) |
| palisade short | 0, 0, 10, 0, 0; 5 (-, 0, 4, 0, 0; 5) | 0 (0) | 0, 0, 2, 0, 0; 0 (-, 0, 10, 0, 0; 100) | 2, 4, 25, 10 (2, 4, 25, -) | 500 (1200) | - (-) | 400 (250) | - (-) | 10 (20) |
| palisade medium | 0, 0, 20, 0, 0; 10 (-, 0, 7, 0, 0; 8) | 0 (0) | 0, 0, 4, 0, 0; 0 (-, 0, 10, 0, 0; 100) | 2, 4, 25, 10 (2, 4, 25, -) | 500 (1200) | - (-) | 600 (500) | - (-) | 10 (20) |
| palisade long | 0, 0, 30, 0, 0; 15 (-, 0, 13, 0, 0; 11) | 0 (0) | 0, 0, 6, 0, 0; 0 (-, 0, 10, 0, 0; 100) | 2, 4, 25, 10 (2, 4, 25, -) | 500 (1200) | - (-) | 800 (750) | - (-) | 10 (20) |
| palisade gate | 0, 0, +20, 0, 0; +5 (-, 0, +20, 0, 0; +5) | 0 (0) | 0, 0, 10, 0, 0; 0 (-, 0, 10, 0, 0; 100) | 2, 4, 25, 10 (2, 4, 25, -) | 500 (1200) | - (-) | 1000 (637) | - (-) | 10 (20) |
| palisade tower | 0, 0, 15, 0, 0; 12 (-, 0, 5, 0, 0; 7) | 0 (0) | 0, 0, 3, 0, 0; 0 (-, 0, 10, 0, 0; 100) | 2, 4, 25, 10 (2, 4, 25, -) | 500 (1200) | - (-) | 500 (750) | - (-) | 10 (20) |
| siege wall short | 0, 0, 30, 0, 0; 15 (-, 0, 20, 0, 0; 15) | 0 (0) | 0, 0, 6, 0, 0; 0 (-, 0, 15, 0, 0; 100) | 5, 15, 35, 25 (5, 15, 35, -) | 1000 (1200) | 1 (-) | 1000 (750) | - (-) | 20 (20) |
| siege wall medium | 0, 0, 60, 0, 0; 30 (-, 0, 40, 0, 0; 30) | 0 (0) | 0, 0, 12, 0, 0; 0 (-, 0, 15, 0, 0; 100) | 5, 15, 35, 25 (5, 15, 35, -) | 1000 (1200) | 3 (3) | 1500 (1500) | - (-) | 20 (20) |
| siege wall long | 0, 0, 90, 0, 0; 45 (-, 0, 60, 0, 0; 45) | 0 (0) | 0, 0, 18, 0, 0; 0 (-, 0, 15, 0, 0; 100) | 5, 15, 35, 25 (5, 15, 35, -) | 1000 (1200) | 5 (5) | 2000 (2250) | - (-) | 20 (20) |
| siege wall gate | 0, 0, +30, +30, 0; +15 (-, 0, +80, 0, 0; +10) | 0 (0) | 0, 0, 24, 6, 0; 0 (-, 0, 15, 0, 0; 100) | 5, 15, 35, 25 (5, 15, 35, -) | 1000 (1200) | - (-) | 1700 (1912) | - (-) | 20 (20) |
| siege wall tower | 0, 0, 120, 0, 0; 60 (-, 0, 100, 0, 0; 80) | 0 (0) | 0, 0, 24, 0, 0; 0 (-, 0, 15, 0, 0; 100) | 5, 15, 35, 25 (5, 15, 35, -) | 1000 (1200) | 2 (2) | 2500 (3000) | - (-) | (60) (60) |
| city wall short | 0, 0, 15, 0, 45; 30 (-, 0, 0, 0, 15; 15) | 0 (0) | 0, 0, 3, 0, 9; 0 (-, 0, 0, 0, 15; 100) | 3, 25, 30, 30 (3, 25, 30, -) | 1500 (1200) | 1 (-) | 2000 (1000) | 0/20/65535 (0/20/65535) | 30 (20) |
| city wall medium | 0, 0, 30, 0, 90; 45 (-, 0, 0, 0, 22; 30) | 0 (0) | 0, 0, 6, 0, 18; 0 (-, 0, 0, 0, 15; 100) | 3, 25, 30, 30 (3, 25, 30, -) | 1500 (1200) | 3 (3) | 3000 (2000) | 0/20/65535 (0/20/65535) | 30 (20) |
| city wall long | 0, 0, 45, 0, 135; 60 (-, 0, 0, 0, 28; 45) | 0 (0) | 0, 0, 9, 0, 27; 0 (-, 0, 0, 0, 15; 100) | 3, 25, 30, 30 (3, 25, 30, -) | 1500 (1200) | 5 (5) | 4000 (3000) | 0/20/65535 (0/20/65535) | 30 (20) |
| city wall gate | 0, 0, +30, +30, 0; +15 (-, 0, 0, 0, +60; +10) | 0 (0) | 0, 0, 18, 6, 36; 0 (-, 0, 0, 0, 15; 100) | 3, 25, 30, 30 (3, 25, 30, -) | 1500 (1200) | - (-) | 3400 (2550) | 0/20/65535 (0/20/65535) | 30 (20) |
| city wall tower | 0, 0, 60, 0, 180; 90 (-, 0, 0, 0, 90; 80) | 0 (0) | 0, 0, 12, 0, 36; 0 (-, 0, 0, 0, 15; 100) | 3, 25, 30, 30 (3, 25, 30, -) | 1500 (1200) | 2 (2) | 5000 (4000) | 0/20/65535 (0/20/65535) | (60) (60) |

4 Technologies and auras

4.1 Structure auras

- {Centre} **Settlement Core** (75 m): workers +20% build rate, −20% resource gather base speed; structures +100% ungarrisoned base capture points regeneration.
- {Library} **Power of Knowledge** (global): technologies −10% resource costs and research time per library owned.
- {Iberian Pillar} **Religious Fervour** (50 m): soldiers +20% melee and ranged attack damage.
- {Mauryan Pillar}] **Edicts of Ashoka** (75 m): traders +20% movement speed.
- {Rotary Mill} **Farming Bonus** (60 m): workers +20% farming gather rate.
- {Temple} **Medical Treatment** (40 m): humans +1.0 health regeneration rate.
- {Theatre} **Hellenization** (global): units −5% training time per theatre owned.
- {Wonder} **Blessing of the Gods** (50 m): humans +2.0 health regeneration rate.
- {Wonder} **Monumental Awe** (100 m): enemy units −5% movement speed.
- {Wonder} **Symbol of Greatness** (global): structures +10% territory influence radius per wonder owned.
- {Wonder} **Glorious Expansion** (global): +10% maximum population limit per wonder owned (requires “Glorious Expansion” technology).

4.2 Unit auras

- {Camel} **Stench** (15 m): enemy cavalry −20% attack damage and capture strength.
- {Chariot} **Noise** (12 m): enemy infantry −15% attack damage and capture strength.
- {Elephant} **Intimidation** (10 m): enemy soldiers −10% attack damage and capture strength.
- {Merchant} **Convoy** (20 m): own naval traders +2.0 pierce armour.
- {Trader} **Caravan** (10 m): own land traders +2.0 pierce armour.

4.3 Class bonuses

- **Champion**: +200% silver cost, +100% training time, +50% health, +2.0 armour levels, +100% capture attack strength, +100% melee and ranged attack damage.
- **Veteran**: +50% silver cost, +50% training time, +20% health, +1.0 armour levels, +50% capture attack strength, +50% melee and ranged attack damage.
- **Mercenary**: +100% silver cost, 0 other resource costs, −50% training time, +10% health, +15% capture attack strength, +15% melee and ranged attack damage.
- **Cataphract**: +20% silver cost, +2.0 armour levels, −5% movement speed.
- **Fanatic**: −3.0 armour levels, +15% melee attack damage, +30% movement speed.
- **Balearic**: −10% health, +5% ranged attack damage, −10% reload time, −10% spread, +5% movement speed.
- **Cretan**: −20% ranged attack spread.
- **Libyan**: −5% health, +5% ranged attack damage, −5% reload time, +5% movement speed.
- **Numidian**: −10% health, +5% ranged attack damage, −10% reload time, −10% spread, +5% movement speed.
- **Rhodian**: −20% ranged attack spread.

4.4 Civilization bonuses

All bonuses and penalties from the default distribution have been removed.

- **Briton Architecture** (Britons): structures -20% build time, -10% health; centres 0 stone cost, $+100\%$ wood cost; small towers 0 stone cost; temples 0 stone cost, $+200\%$ wood cost.
- **Briton Chariots** (Britons): chariots -15% training time.
- **Druidism** (Britons, Gauls): healers $+2.0$ armour levels
- **Gallic Cavalry** (Gauls): melee cavalry -15% training time.
- **Gaulish Architecture** (Gauls): structures -20% build time, -10% health; centres 0 stone cost, $+100\%$ wood cost; fortresses -50% stone cost, $+50\%$ wood cost; temples 0 stone cost, $+200\%$ wood cost.
- **Greek Galleys** (Greeks): warships $+5\%$ movement speed.
- **Greek Architecture** (Greeks): temples $+25\%$ health.
- **Egyptian Architecture** (Ptolemies): economic structures -75% wood cost, $+100\%$ build time; military structures -50% wood cost, $+50\%$ build time; fortresses $+25\%$ build time, $+10\%$ health.
- **Egyptian Medicine** (Ptolemies): healers -20% healing time.
- **Indian Architecture** (Mauryas): centres 0 stone cost, $+100\%$ wood cost; city walls and temples 0 stone cost, $+200\%$ wood cost, -30% build time, -20% health.
- **Indian Elephants** (Mauryas): elephants -15% training time.
- **Iberian Architecture** (Iberians): large towers $+20\%$ stone and wood costs, $+10\%$ build time, $+100\%$ garrison capacity, $+30\%$ health.
- **Kushite Architecture** (Kushites): economic structures -75% wood cost, $+100\%$ build time; military structures -50% wood cost, $+50\%$ build time; fortresses $+25\%$ build time, $+10\%$ health.
- **Macedonian Architecture** (Macedonians): temples $+25\%$ health.
- **Macedonian Engineers** (Macedonians): siege engines -15% construction time.
- **Near Eastern Archers** (Persians, Seleucids): archers $+20\%$ ranged attack range.
- **Persian Architecture** (Persians): economic structures $+20\%$ health.
- **Persian Archers** (Persians): archers -15% training time.
- **Priesthood of Amun** (Kuhites): healers $+3.0$ healing range.
- **Punic Architecture** (Carthaginians): city walls $+20\%$ stone cost, $+20\%$ build time, $+30\%$ health; fortresses $+10\%$ stone cost, $+10\%$ build time, $+20\%$ health; markets -50% wood cost.
- **Punic Merchants** (Carthaginians): traders -15% training time.
- **Roman Architecture** (Romans): city walls $+10\%$ health; military structures -10% build time.
- **Roman Engineers** (Romans): stone-throwers $+25\%$ wood cost, $+20\%$ health, $+25\%$ ranged attack crush damage.
- **Syrian Architecture** (Seleucids): temples $+25\%$ health.

4.5 Team bonuses

—