

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
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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.

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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	–	–	–
infantry archers	–	–	–
infantry crossbowmen	–	–	–
infantry stone-slingers	–	–	–
infantry javelineers	–	–	–
infantry axe-throwers	–	–	–
infantry macemen	–	–	–
infantry axemen	–	–	–
infantry sabremen	–	–	–
infantry longswordsmen	–	–	–
infantry swordsmen	–	–	–
infantry spearmen	–	–	–
infantry pikemen	–	–	–
camel archers	–	–	–
camel javelineers	–	–	–
camel spearmen	0.5× vs Elephantry	–	–
cavalry archers	0.5× vs Elephantry	–	–
cavalry crossbowmen	–	–	–
cavalry javelineers	–	–	–
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	–	–	Ships, Siege, Structure
biga archers	–	–	Ships, Siege, Structure
biga javelineers	–	–	Ships, Siege, Structure
quadriga archers	–	–	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	0, 30, 0, 30, 0; 30	60/-	80	11.5	60	2, 1, 4, 1	0, 0, 8, 0	2000	70+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	0, 30, 0, 30, 0; 30	60/-	80	10.5	60	2, 2, 2, 2	0, 0, 12, 0	2000	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	0, 30, 0, 30, 0; 30	60/-	80	9.0	60	2, 1, 3, 2	0, 0, 10, 5	2000	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	0, 30, 0, 30, 0; 30	60/-	80	11.5	60	2, 1, 4, 1	9, 0, 0, 0	2000	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	0, 30, 0, 30, 0; 30	60/-	80	11.5	60	2, 1, 4, 1	12, 0, 0, 0	2000	40+1	
staff-slinger	(1)	(-, 50, 20, 0, 30; 10)	(100/100)	(80)	(10.8)	(50)	(10, 1, 1, -)	(1, 0, 9.5, -)	(1250)	(48)	
infantry	1	0, 30, 0, 30, 0; 30	60/-	80	11.0	60	3, 1, 3, 1	0, 0, 20, 0	2000	30+1	
javelineer	(1)	(-, 50, 50, 0, 0; 10)	(100/100)	(80)	(12.6)	(50)	(10, 1, 1, -)	(0, 0, 16, -)	(1250)	(24)	
infantry	1	0, 30, 0, 30, 0; 30	60/-	80	10.5	60	5, 4, 4, 3	6, 12, 0, 0	2000	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	0, 30, 0, 30, 0; 30	60/-	80	10.0	90	6, 4, 6, 8	15, 0, 0, 0	2000	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	0, 30, 0, 30, 0; 30	60/-	80	10.5	90	7, 6, 6, 5	5, 10, 0, 0	2000	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	0, 30, 0, 30, 0; 30	60/-	80	10.5	90	8, 6, 6, 4	0, 15, 0, 0	2000	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	0, 30, 0, 30, 0; 30	60/-	80	9.5	90	5, 7, 5, 7	0, 12, 0, 4	2000	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	0, 30, 0, 30, 0; 30	60/-	80	10.0	90	6, 6, 6, 6	0, 8, 0, 8	2000	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	0, 30, 0, 30, 0; 30	60/-	80	10.0	90	4, 8, 6, 6	0, 0, 0, 15	2000	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	0, 30, 0, 30, 0; 30	60/-	80	9.0	90	5, 5, 9, 5	0, 0, 6, 6	2000	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 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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	1, 1, 1, 1	0, 0, 14, 0	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	1, 1, 2, 1	0, 0, 12, 6	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	2, 1, 2, 1	0, 0, 24, 0	2000	30+2	
javelineer	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(17.55)	(100)	(15, 3, 1, −)	(0, 0, 18, −)	(1250)	(28)	
cavalry	2	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	5, 3, 5, 7	18, 0, 0, 0	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	6, 5, 5, 4	6, 12, 0, 0	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	7, 5, 5, 3	0, 18, 0, 0	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	5, 5, 5, 5	0, 9, 0, 9	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	3, 7, 5, 5	0, 0, 0, 18	2000	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	0, 75, 0, 45, 0; 50	120/−	85	15.0	150	6, 4, 6, 4	4, 0, 0, 16	2000	4	
lancer	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(19.305)	(160)	(15, 4, 3, −)	(0, 6, 5, −)	(2000)	(4.5)	

2.3.3 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	0, 80, 0, 40, 0; 60	90/−	90	18.0	160	1, 1, 1, 1	0, 0, 13, 0	2000	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	0, 80, 0, 40, 0; 60	90/−	90	18.0	160	2, 1, 2, 1	0, 0, 22, 0	2000	30+3	
javelineer	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(17.55)	(100)	(15, 3, 1, −)	(0, 0, 18, −)	(1250)	(28)	
camel	2	0, 80, 0, 40, 0; 60	90/−	90	18.0	160	2, 6, 4, 4	0, 0, 0, 17	2000	4	
spearman	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(19.305)	(160)	(15, 4, 3, −)	(0, 6, 5, −)	(2000)	(4.5)	

2.3.4 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 archer	4 (1)	0, 150, 0, 90, 0; 70 (-, 250, 100, 100, 0; 30)	180/- (150/-)	85 (96)	16.0 (20.25)	300 (240)	5, 5, 5, 5 (20, 7, 5, -)	0, 0, 15, 0 (0, 0, 14, -)	2000 (1000)	60+2 (76)	arrow count: 1-2 (-)
biga javelineer	4 (1)	0, 150, 0, 90, 0; 70 (-, 250, 100, 100, 0; 30)	180/- (150/-)	85 (96)	16.0 (20.25)	300 (240)	6, 4, 6, 4 (20, 7, 5, -)	0, 0, 25, 0 (0, 0, 36, -)	2000 (1250)	30+2 (32)	arrow count: 1-2 (-)
quadriga archer	6 (1)	0, 225, 0, 125, 0; 80 (-, 250, 100, 100, 0; 30)	240/- (150/-)	85 (96)	17.0 (20.25)	450 (240)	6, 6, 6, 6 (20, 7, 5, -)	0, 0, 16, 0 (0, 0, 14, -)	2000 (1000)	60+2 (76)	arrow count: 1-2 (-)
quadriga scythed	6 (1)	0, 225, 0, 125, 0; 80 (-, 250, 100, 100, 0; 30)	240/- (150/-)	85 (96)	17.0 (20.25)	450 (240)	6, 6, 6, 6 (20, 7, 5, -)	5, 10, 0, 10 (0, 0, 14, -)	2000 (1000)	8 (76)	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
North African elephant	5 (3)	0, 270, 0, 135, 0; 81 (-, 250, 0, 250, 0; 30)	360/- (150/-)	95 (100)	12.0 (8.45)	540 (750)	12, 3, 9, 6 (25, 10, 10, -)	81, 0, 0, 0 (150, 20, 0, -)	2000 (1500)	6 (8)	
Indian elephant	5 (3)	0, 330, 0, 165, 0; 99 (-, 250, 0, 250, 0; 30)	360/- (150/-)	95 (100)	12.0 (8.45)	660 (750)	12, 3, 9, 6 (25, 10, 10, -)	99, 0, 0, 0 (150, 20, 0, -)	2000 (1500)	6 (8)	
armoured Indian elephant	5 (3)	0, 330, 0, 330, 0; 124 (-, 250, 0, 250, 0; 30)	360/- (150/-)	95 (100)	12.0 (8.45)	660 (750)	16, 7, 13, 10 (25, 10, 10, -)	99, 0, 0, 0 (150, 20, 0, -)	2000 (1500)	6 (8)	

2.3.6 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
small bolt-shooter	3 (2)	0, 0, 100, 50, 0; 60 (-, 0, 250, 250, 0; 20)	-/- (200/-)	100 (120)	8.0 (8.1)	100 (200)	5, 1, 25, 2 (5, 1, 50, -)	0, 0, 50, 30 (25, 0, 150, -)	4000 (4000)	20-100 (26-80)	un/pack (ms): 4000 (10000) 3 metal per shot
medium bolt-shooter	3 (2)	0, 0, 150, 75, 0; 70 (-, 0, 250, 250, 0; 20)	-/- (200/-)	100 (120)	8.0 (8.1)	150 (200)	5, 1, 25, 2 (5, 1, 50, -)	0, 0, 75, 45 (25, 0, 150, -)	2000 (4000)	20-100 (26-80)	un/pack (ms): 6000 (10000) 4 metal per shot
large bolt-shooter	3 (2)	0, 0, 200, 100, 0; 80 (-, 0, 250, 250, 0; 20)	-/- (200/-)	100 (120)	8.0 (8.1)	200 (200)	5, 1, 25, 2 (5, 1, 50, -)	0, 0, 100, 60 (25, 0, 150, -)	5000 (4000)	20-100 (26-80)	un/pack (ms): 8000 (10000) 6 metal per shot
small stone-thrower	4 (2)	0, 0, 180, 90, 0; 90 (-, 0, 400, 0, 250; 25)	-/- (300/-)	100 (120)	7.0 (7.2)	180 (250)	5, 1, 25, 2 (5, 1, 50, -)	90, 0, 0, 0 (100, 0, 10, -)	5000 (5000)	30-90 (26-80)	un/pack (ms): 9000 (10000) 3 stone per shot
medium stone-thrower	4 (2)	0, 0, 240, 120, 0; 100 (-, 0, 400, 0, 250; 25)	-/- (300/-)	100 (120)	7.0 (7.2)	240 (250)	5, 1, 25, 2 (5, 1, 50, -)	120, 0, 0, 0 (100, 0, 10, -)	5000 (5000)	30-90 (26-80)	un/pack (ms): 10000 (10000) 4 stone per shot
large stone-thrower	4 (2)	0, 0, 360, 180, 0; 120 (-, 0, 400, 0, 250; 25)	-/- (300/-)	100 (120)	7.0 (7.2)	360 (250)	5, 1, 25, 2 (5, 1, 50, -)	180, 0, 0, 0 (100, 0, 10, -)	5000 (5000)	30-90 (26-80)	un/pack (ms): 12000 (10000) 6 stone per shot
small battering ram	4 (3)	0, 0, 200, 40, 0; 30 (-, 0, 350, 200, 0; 30)	-/- (60/-)	40 (80)	6.0 (8.1)	300 (400)	5, 1, 50, 3 (5, 1, 50, -)	80, 0, 0, 0 (150, 0, 0, -)	2000 (1500)	7 (6.5)	garrison capacity: 6 (10)
medium battering ram	4 (3)	0, 0, 250, 50, 0; 40 (-, 0, 350, 200, 0; 30)	-/- (60/-)	40 (80)	6.0 (8.1)	375 (400)	5, 1, 50, 3 (5, 1, 50, -)	80, 0, 0, 0 (150, 0, 0, -)	2000 (1500)	7 (6.5)	garrison capacity: 8 (10)
large battering ram	4 (3)	0, 0, 300, 60, 0; 50 (-, 0, 350, 200, 0; 30)	-/- (60/-)	40 (80)	6.0 (8.1)	450 (400)	5, 1, 50, 3 (5, 1, 50, -)	80, 0, 0, 0 (150, 0, 0, -)	2000 (1500)	9 (6.5)	garrison capacity: 10 (10)
siege tower	6 (3)	0, 0, 500, 300, 0; 150 (-, 0, 500, 300, 0; 60)	-/- (60/-)	100 (80)	4.0 (6.3)	750 (500)	6, 2, 50, 4 (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)

2.3.7 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, 15 (0, 10, 0, -)	2000 (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, 12, 0 (0, 0, 35, -)	2000 (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, 12, 0 (0, 0, 35, -)	2000 (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, 12, 0 (0, 0, 35, -)	2000 (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, 12, 0 (0, 0, 35, -)	2000 (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, 12, 0 (0, 0, 35, -)	2000 (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, 12, 0 (0, 0, 35, -)	2000 (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, 12, 0 (100, 0, 10, -)	2000 (5000)	60 (10-72)	garrison capacity: 60 (50) arrow count: 6-30 (1-10)

2.3.8 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)	50 (25)	1, 1, 1, 1 (1, 1, 1, -)	5, 0, 0, 0 (0, 2, 0, -)	2000 (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)	50 (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)	50 (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)	400 (300)	8, 2, 6, 4 (10, 5, 8, -)	- (-)	- (-)	- (-)	build rate: 2.0 (2.0)

2.3.9 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	88, 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	80, 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	72, 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

	CART	GAUL	KUSH	MACE	MAUR	PTOL	ROME	SELE
woman	V	V	V	V	V	V	V	V
trader	V	V	V	V	V	V	V	V
healer	T	T	T	T	T	T	T	T
elephant	–	–	–	–	V	–	–	–
slave	C	C	C	C	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.

2.4.2 Infantry

	CART	GAUL	KUSH	MACE	MAUR	PTOL	ROME	SELE
infantry lead-slinger	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	T	–	T	–	–
" " champion	–	–	–	–	–	–	–	–
infantry archer	V	–	V	–	V	–	–	T
" " mercenary	–	–	–	T	–	T	–	–
" " champion	–	–	C	–	–	–	–	–
infantry crossbowman	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	–	C	–	–	–	–
infantry stone-slinger	–	T	–	–	–	V	–	–
" " mercenary	T	–	–	–	–	–	–	–
" " champion	–	–	–	–	–	–	–	–
infantry staff-slinger	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	–	–	–	–	–	–
infantry javelineer	–	V	–	V	–	–	V	V
" " mercenary	T	–	T	–	–	T	–	–
" " champion	–	–	–	–	–	–	–	–
infantry axe-thrower	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	–	–	–	–	–	–
infantry maceman	–	–	–	–	–	–	–	–
" " mercenary	–	–	T	–	–	–	–	–
" " champion	–	–	–	–	C	–	–	–
infantry axeman	–	–	T	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	–	–	–	–	–	–
infantry sabreman	–	–	–	–	T	–	V	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	C	–	–	–	–	–
infantry longswordsman	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	–	–	–	–	–	–
infantry swordsman	–	V	T	–	–	–	T	–
" " mercenary	T	–	–	–	–	T	–	–
" " champion	–	C	–	–	–	–	C	–
infantry spearman	V	T	V	–	V	–	T	V
" " mercenary	T	–	–	T	–	T	–	–
" " champion	C	–	–	C	–	–	–	–
infantry pikeman	–	–	–	V	–	V	–	T
" " mercenary	–	–	–	–	–	T	–	–
" " 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

	CART	GAUL	KUSH	MACE	MAUR	PTOL	ROME	SELE
cavalry archer	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	T
" " champion	—	—	—	—	—	—	—	—
cavalry crossbowman	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
cavalry javelineer	V	T	V	T	V	—	T	V
" " mercenary	T	—	—	—	—	T	—	—
" " champion	—	—	—	—	—	—	—	—
cavalry maceman	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
cavalry axeman	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
cavalry sabreman	—	—	—	—	—	—	—	—
" " mercenary	T	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
cavalry swordsman	—	V	—	—	T	—	—	—
" " mercenary	T	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
cavalry spearman	—	—	T	—	—	T	V	—
" " mercenary	T	—	—	—	—	—	—	—
" " champion	—	C	C	—	—	C	—	—
cavalry lancer	—	—	—	V	—	—	—	T
" " mercenary	—	—	—	—	—	—	—	—
" " champion	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

	CART	GAUL	KUSH	MACE	MAUR	PTOL	ROME	SELE
camel archer	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	T
" " champion	—	—	—	—	—	—	—	—
camel javelineer	—	—	—	—	—	—	—	—
" " mercenary	—	—	T	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
camel spearman	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
biga archer	—	—	—	—	C	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
biga javelineer	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
quadriga scythed	—	—	—	—	—	—	—	C
" " mercenary	—	—	—	—	—	—	—	—
Indian elephant	—	—	—	—	T	—	—	—
" " mercenary	—	—	—	C*	—	—	—	—
" " cataphract	—	—	—	—	C	—	—	C
North African elephant	C	—	C	—	—	C	—	—
" " mercenary	—	—	—	—	—	—	—	—
war dog	—	—	—	—	—	—	—	—

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

	CART	GAUL	KUSH	MACE	MAUR	PTOL	ROME	SELE
small bolt-shooter	–	–	–	–	–	–	C	–
medium bolt-shooter	–	–	–	–	–	C	–	–
large bolt-shooter	C	–	–	C	–	–	–	–
small stone-thrower	–	–	–	C	C	C	–	C
medium stone-thrower	C	–	–	–	–	–	–	–
large stone-thrower	–	–	–	–	–	–	C	–
small battering ram	T	T	–	–	T	–	–	–
medium battering ram	–	–	–	T	–	T	–	T
large battering ram	–	–	T	–	–	–	T	–
siege tower	–	–	–	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

	CART	GAUL	KUSH	MACE	MAUR	PTOL	ROME	SELE
fishing boat	V	V	V	V	V	V	V	V
merchant ship	T	T	T	T	T	T	T	T
fireship	–	–	–	–	–	–	–	–
war barge	–	T	–	–	T	–	–	–
war barge huge	–	–	–	–	C	–	–	–
triaconter	–	–	–	–	–	–	–	–
penteconter	–	–	–	T	–	–	T	T
trireme	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 Base

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
centre, crannog (civil center)	0, 200, 200, 200, 400; 400 (−, 0, 500, 500, 500; 500)	10 (20)	4, 9, 100, 16 (3, 25, 35, −)	2500 (2500)	20 (20)	2500 (3000)	1/125/10000 (1/140/10000)	90 (90)
fortified centre (civil center)	0, 200, 300, 600, 900; 600 (−, 0, 500, 500, 500; 500)	20 (20)	4, 9, 100, 16 (3, 25, 35, −)	5000 (2500)	40 (20)	5000 (3000)	1/125/20000 (1/140/10000)	100 (90)
palace (apadana)	0, 200, 200, 200, 600; 300 (−, 0, 200, 0, 300; 300)	10 (10)	4, 9, 100, 16 (3, 20, 30, −)	1800 (500)	20 (10)	3000 (3000)	1/60/60000 (1/48/40000)	100 (40)

3.2 House

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
small house (small house)	0, 0, 0, 60, 0; 20 (−, 0, 0, 75, 0; 30)	4 (5)	4, 9, 100, 16 (3, 20, 30, −)	200 (300)	4 (3)	400 (800)	0/20/20000 (0/16/65535)	30 (20)
medium house (small house)	0, 0, 0, 90, 0; 30 (−, 0, 0, 75, 0; 30)	6 (5)	4, 9, 100, 16 (3, 20, 30, −)	300 (300)	6 (3)	600 (800)	0/20/20000 (0/16/65535)	30 (20)
large house (big house)	0, 0, 0, 120, 0; 40 (−, 0, 0, 150, 0; 50)	8 (10)	4, 9, 100, 16 (3, 20, 30, −)	400 (300)	8 (6)	800 (1200)	0/20/20000 (0/20/40000)	30 (20)
apartment block (big house)	0, 0, 0, 180, 0; 60 (−, 0, 0, 150, 0; 50)	12 (10)	4, 9, 100, 16 (3, 20, 30, −)	600 (300)	12 (6)	1200 (1200)	0/20/20000 (0/20/40000)	30 (20)

3.3 Resource

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
field	0, 0, 0, 100, 0; 60 (−, 0, 0, 100, 0; 50)	0 (0)	4, 1, 100, 16 (5, 15, 40, −)	100 (500)	− (−)	300 (250)	− (−)	1 (0)

3.4 Economic

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
corral	0, 0, 0, 100, 0; 30 (-, 0, 0, 100, 0, 0; 50)	0 (0)	1, 4, 100, 9 (1, 1, 20, -)	150 (500)	3 (-)	450 (500)	- (0/20/30000)	30 (20)
storehouse	0, 0, 0, 100, 0; 40 (-, 0, 0, 100, 0, 0; 40)	0 (0)	1, 4, 100, 9 (1, 5, 20, -)	200 (300)	4 (-)	600 (800)	- (0/20/30000)	30 (20)
farmstead	0, 0, 0, 100, 0; 50 (-, 0, 0, 100, 0, 0; 45)	0 (0)	1, 4, 100, 9 (1, 5, 20, -)	250 (300)	5 (-)	750 (900)	- (0/20/30000)	30 (20)
rotary mill	0, 100, 0, 100, 100; 60 (-, 0, 0, 200, 100; 100)	0 (2)	1, 4, 100, 9 (3, 20, 30, -)	300 (500)	6 (-)	900 (2000)	- (0/32/40000)	30 (40)
forge (blacksmith)	0, 0, 0, 200, 100; 80 (-, 0, 0, 200, 0; 200)	0 (0)	1, 4, 100, 9 (3, 20, 35, -)	400 (500)	8 (1)	1200 (2000)	- (0/38/30000)	30 (32)
market	0, 0, 0, 250, 0; 100 (-, 0, 0, 300, 0; 150)	0 (0)	1, 4, 100, 9 (1, 5, 20, -)	500 (500)	10 (-)	1500 (1500)	- (0/40/30000)	30 (32)
dock	0, 0, 0, 200, 0; 120 (-, 0, 0, 200, 0; 150)	0 (5)	1, 4, 100, 9 (3, 20, 35, -)	600 (500)	12 (1)	1800 (2500)	- (-)	30 (40)

3.5 Civic

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
pillar (monument) (pillar)	0, 0, 0, 75, 75; 75 (-, 0, 0, 100, 100; 120) (-, 0, 0, 100, 100; 80)	0 (0) (0)	4, 16, 100, 25 (3, 20, 30, -) (3, 20, 30, -)	- (-) (-)	- (-) (-)	500 (1200) (1000)	- (1/38/40000) (1/38/40000)	1 (60) (40)
temple	0, 0, 100, 100, 300; 300 (-, 0, 0, 0, 300; 200)	0 (5)	4, 16, 100, 25 (3, 20, 30, -)	1000 (500)	20 (20)	2000 (2000)	0/50/50000 (0/40/30000)	50 (40)
library	0, 0, 200, 200, 600; 400 (-, 0, 200, 0, 200; 200)	0 (0)	4, 16, 100, 25 (3, 20, 30, -)	1500 (500)	30 (5)	3000 (2000)	0/50/50000 (0/50/40000)	50 (40)
lighthouse	0, 0, 250, 250, 750; 500 (-, 0, 200, 0, 200; 200)	0 (0)	4, 16, 100, 25 (3, 20, 30, -)	2000 (500)	40 (5)	4000 (2000)	- (0/0/40000)	300 (180)
theatre	0, 0, 300, 300, 900; 600 (-, 0, 500, 0, 500; 500)	0 (0)	4, 16, 100, 25 (3, 20, 30, -)	2500 (500)	50 (5)	5000 (2000)	0/100/50000 (0/100/40000)	50 (40)
wonder	0, 0, 1000, 1000, 3000; 1200 (-, 1000, 1000, 1000, 1000; 1000)	0 (0)	4, 16, 100, 25 (3, 15, 25, -)	3000 (2000)	60 (30)	6000 (5000)	1/100/65535 (1/100/65535)	100 (72)

3.6 Military

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
arsenal (workshop)	0, 0, 100, 300, 0; 200 (-, 0, 0, 300, 0; 200)	0 (0)	4, 9, 100, 16 (3, 20, 35, -)	1000 (500)	2 (2)	1800 (2000)	0/40/40000 (0/38/40000)	40 (40)
barracks	0, 0, 100, 300, 0; 150 (-, 0, 0, 300, 0; 150)	0 (0)	4, 9, 100, 16 (3, 20, 35, -)	1000 (500)	15 (10)	2000 (2000)	0/40/40000 (0/50/40000)	40 (32)
cavalry stable	0, 0, 100, 300, 0; 150 (-, 0, 0, 0, 200; 150)	0 (0)	4, 9, 100, 16 (3, 20, 35, -)	1000 (500)	10 (10)	2000 (2000)	0/40/40000 (0/50/40000)	40 (32)
elephant stable	0, 0, 100, 300, 0, 0; 250 (-, 0, 200, 0, 200; 300)	0 (0)	4, 9, 100, 16 (3, 20, 35, -)	1000 (500)	5 (5)	2000 (3000)	0/40/40000 (0/38/40000)	40 (40)
hall	0, 0, 100, 300, 0; 150 (-, 0, 250, 0, 250; 300)	0 (0)	4, 9, 100, 16 (3, 20, 30, -)	1000 (500)	6 (10)	2000 (3000)	0/40/40000 (0/38/40000)	40 (40)
mercenary camp (embassy)	0, 0, 50, 150, 0; 90 (-, 0, 200, 100, 100; 150)	0 (0)	4, 9, 100, 16 (3, 20, 30, -)	1000 (500)	6 (6)	2000 (2000)	0/40/40000 (0/25/40000)	40 (24)
practice range	0, 0, 100, 300, 0; 150 (-, 0, 0, 300, 0; 150)	0 (0)	4, 9, 100, 16 (3, 20, 35, -)	1000 (500)	10 (10)	1400 (2000)	0/40/40000 (0/50/40000)	40 (32)
shipyard (dock)	0, 0, 100, 300, 0; 150 (-, 0, 0, 200, 0; 150)	0 (5)	4, 9, 100, 16 (3, 20, 35, -)	1000 (500)	5 (1)	1800 (2500)	- (-)	40 (40)

3.7 Defensive

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
outpost	0, 0, 0, 60, 0; 30 (-, 0, 0, 80, 0; 40)	0 (0)	4, 9, 100, 16 (1, 5, 20, -)	300 (500)	1 (1)	480 (800)	- (-)	1 (80)
small tower (sentry tower)	0, 30, 20, 100, 0; 90 (-, 0, 0, 100, 0; 40)	0 (0)	4, 9, 100, 16 (1, 20, 25, -)	500 (500)	2 (3)	750 (500)	0/15/30000 (0/16/30000)	90 (80)
large tower (defense tower)	0, 60, 40, 100, 100; 150 (-, 0, 0, 100, 100; 150)	0 (0)	4, 9, 100, 16 (3, 25, 30, -)	750 (500)	4 (5)	1500 (1000)	0/30/30000 (0/32/40000)	100 (80)
small fortress (fortress)	0, 300, 200, 300, 600; 420 (-, 0, 0, 0, 1000; 500)	0 (10)	9, 25, 100, 36 (6, 25, 40, -)	3000 (4000)	30 (20)	4200 (4200)	1/100/40000 (0/100/40000)	100 (80)
medium fortress (fortress)	0, 300, 200, 400, 800; 510 (-, 0, 0, 0, 1000; 500)	0 (10)	9, 25, 100, 36 (6, 25, 40, -)	3000 (4000)	40 (20)	5100 (4200)	1/100/40000 (0/100/40000)	100 (80)
large fortress (fortress)	0, 300, 200, 500, 1000; 600 (-, 0, 0, 0, 1000; 500)	0 (10)	9, 25, 100, 36 (6, 25, 40, -)	3000 (4000)	50 (20)	6000 (4200)	1/100/40000 (0/100/40000)	100 (80)

class	building costs (s, f, i, w, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
palisade short	0, 0, 0, 5, 0; 5 (-, 0, 0, 4, 0; 5)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	250 (250)	- (-)	1 (20)
palisade medium	0, 0, 0, 10, 0; 10 (-, 0, 0, 7, 0; 8)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	500 (500)	- (-)	1 (20)
palisade long	0, 0, 0, 15, 0; 15 (-, 0, 0, 13, 0; 11)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	750 (750)	- (-)	1 (20)
palisade gate	0, 0, 0, +20, 0; +5 (-, 0, 0, +20, 0; +5)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	900 (637)	- (-)	10 (20)
palisade tower	0, 0, 0, 9, 0; 9 (-, 0, 0, 5, 0; 7)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	450 (750)	- (-)	1 (20)
low wall short	0, 0, 0, 0, 5; 5 (-, 0, 0, 4, 0; 5)	0 (0)	9, 16, 100, 25 (2, 4, 25, -)	- (1200)	- (-)	250 (250)	- (-)	1 (20)
low wall medium	0, 0, 0, 0, 10; 10 (-, 0, 0, 7, 0; 8)	0 (0)	9, 16, 100, 25 (2, 4, 25, -)	- (1200)	- (-)	500 (500)	- (-)	1 (20)
low wall long	0, 0, 0, 0, 15; 15 (-, 0, 0, 13, 0; 11)	0 (0)	9, 16, 100, 25 (2, 4, 25, -)	- (1200)	- (-)	750 (750)	- (-)	1 (20)
low wall gate	0, 0, 0, +20, 0; +5 (-, 0, 0, +20, 0; +5)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	900 (637)	- (-)	10 (20)
low wall tower	0, 0, 0, 0, 9; 9 (-, 0, 0, 5, 0; 7)	0 (0)	9, 16, 100, 25 (2, 4, 25, -)	- (1200)	- (-)	450 (750)	- (-)	1 (20)
wooden wall short (siege wall short)	0, 0, 0, 30, 0; 12 (-, 0, 0, 20, 0; 15)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	2 (-)	600 (750)	- (-)	1 (20)
wooden wall medium (siege wall medium)	0, 0, 0, 60, 0; 24 (-, 0, 0, 40, 0; 30)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	4 (3)	1200 (1500)	- (-)	1 (20)
wooden wall long (siege wall long)	0, 0, 0, 90, 0; 36 (-, 0, 60, 0, 0; 45)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	6 (5)	1800 (2250)	- (-)	1 (20)
wooden wall gate (siege wall gate)	0, 0, +30, +30, 0; 28 (-, 0, 0, +80, 0; 45)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	- (-)	1500 (1912)	- (-)	20 (20)
wooden wall tower (siege wall tower)	0, 0, 0, 120, 0; 42 (-, 0, 0, 100, 0; 80)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	2 (2)	2100 (3000)	- (-)	1 (60)
city wall short	0, 0, 0, 12, 36; 24 (-, 0, 0, 0, 15; 15)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	2 (-)	1200 (1000)	- (0/20/65535)	1 (20)
city wall medium	0, 0, 0, 24, 72; 48 (-, 0, 0, 0, 22; 30)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	4 (3)	2400 (2000)	- (0/20/65535)	1 (20)
city wall long	0, 0, 0, 36, 108; 72 (-, 0, 0, 0, 28; 45)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	6 (5)	3600 (3000)	- (0/20/65535)	1 (20)
city wall gate	0, 0, +40, +40, 0; 60 (-, 0, 0, 0, +60; 45)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	- (-)	3000 (2550)	- (0/20/65535)	30 (20)
city wall tower	0, 0, 0, 42, 126; 84 (-, 0, 0, 0, 90; 80)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	2 (2)	4200 (4000)	- (0/20/65535)	1 (60)

4 Auras

4.1 Structures

- {Centre} **Settlement Core** (75 m): workers +20% build rate, −20% resource gather base speed.
- {Library} **Power of Knowledge** (global): technologies −20% 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.
- {Theatre} **Hellenization** (global): units −5% training time per theatre owned.
- {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 Team bonuses

5 Technologies

5.1 Civilization bonuses

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

5.1.1 Carthage

- Market technologies −30% resource costs and research time;
- Markets −50% wood cost;
- City Walls +25% stone cost, −25% wood cost, +20% build time, +20% health;
- Traders and Merchant Ships −15% training time.

5.1.2 Gauls

- House technologies −40% resource costs and research time;
- Centres 0 stone cost, +150% wood cost, −20% build time, −20% health, −10% territory influence radius;
- Economic Structures −15% build time, −15% health;
- Fortresses −50% stone cost, +100% wood cost;
- Military Structures −20% build time, −20% health;
- City Walls −10% build time, −10% health;
- Temples 0 stone cost, +200% wood cost, −40% build time, −40% health;
- Healers +2 armour levels;
- Melee Cavalry −15% training time.

5.1.3 Kush

- Temple technologies −50% resource costs and research time;
- Economic Structures −70% wood cost, +100% build time.

5.1.4 Macedon

- Forge technologies –10% resource costs and research time;
- Military Structures –10% build time;
- Siege Engines –15% construction time.

5.1.5 Mauryas

- Palace technologies –10% resource costs and research time;
- Centres 0 stone cost, +200% wood cost, +5 population bonus, +10 garrison capacity;
- Economic Structures –10% wood cost, –10% build time, –10% health;
- City Walls 0 stone cost, +200% wood cost, –25% build time, –25% health;
- Temples 0 stone cost, +300% wood cost, –20% build time, –20% health;
- Elephants –15% training time;
- Healers –50% silver cost.

5.1.6 Ptolemies

- Naval technologies –25% resource costs and research time;
- Economic Structures –70% wood cost, +100% build time;
- Healers –20% healing time.

5.1.7 Rome

- Arsenal technologies –50% resource costs and research time;
- Wooden Walls –10% build time;
- City Walls +10% build time, +10% health;
- Catapults +25% wood cost, +20% health, +25% ranged attack crush damage.

5.1.8 Seleucids

- Stable technologies –20% resource costs and research time;
- starting Centre +30% resource costs, +30% build time, +5 population bonus, +10 garrison capacity, +30% health, +30% capture points, +11% territory influence and weight, +10 vision range.

5.2 Class bonuses

- **Champion:** +200% metal cost, +50% training time, +4 armour levels, +100% capture attack strength, +50% melee and ranged attack damage.
- **Mercenary:** –50% training time, +10% health, +25% capture attack strength, +15% melee and ranged attack damage. Instead of any other resources, Mercenary Infantry cost 60 silver, Camel 75, Cavalry 90, Bigae 180, Quadrigae 240, Elephants 300.

5.3 Researchable

5.3.1 Centre

file name	civilization availability	required phase	silver cost	research time	effects
phase village	<i>all</i>	—	—	—	Centres +15% territory influence.
phase town	<i>all</i>	village	400	60	Centres +15% territory influence.
phase city	<i>all</i>	town	1000	120	Centres +15% territory influence.
trade international	<i>all</i>	city	500	75	Markets +10% international bonus.
unlock shared los	<i>all</i>	village	250	45	
unlock shared dropsites	<i>all</i>	town	500	60	
unlock spies	<i>all</i>	town	750	60	
unlock counterespionage	<i>all</i>	city	1500	75	
archery tradition	kush, maur, pers	village	300	45	Archers −10% attack time.
colonization	cart	town	600	60	Centres and Docks −30% build time.
marching	mace, rome	town	350	60	Melee Infantry +10% movement speed.
steel working	maur	city	600	75	Sabremen, Swordsmen +20% attack damage.

5.4 Forge

file name	civilization availability	required phase	silver cost	research time	effects
gather capacity 1	<i>all</i>	village	300	45	Workers +5 resource capacity.
gather capacity 2	<i>all</i>	town	600	60	Workers +5 resource capacity.
gather capacity 3	<i>all</i>	city	900	75	Workers +5 resource capacity.
gather grain 1	<i>all</i>	village	200	45	Workers +20% gather rate.
gather grain 2	<i>all</i>	town	400	60	Workers +15% gather rate.
gather grain 3	<i>all</i>	city	600	75	Workers +10% gather rate.
gather metal 1	<i>all</i>	village	200	45	Workers +20% gather rate.
gather metal 2	<i>all</i>	town	400	60	Workers +25% gather rate.
gather metal 3	<i>all</i>	city	600	75	Workers +30% gather rate.
gather stone 1	<i>all</i>	village	200	45	Workers +20% gather rate.
gather stone 2	<i>all</i>	town	400	60	Workers +25% gather rate.
gather stone 3	<i>all</i>	city	600	75	Workers +30% gather rate.
gather wood 1	<i>all</i>	village	200	45	Workers +20% gather rate.
gather wood 2	<i>all</i>	town	400	60	Workers +25% gather rate.
gather wood 3	<i>all</i>	city	600	75	Workers +30% gather rate.

5.5 Market

file name	civilization availability	required phase	silver cost	research time	effects
trade gain 1	<i>all</i>	village	200	45	Traders, Merchant Ships +10% trade gain.
trade gain 2	<i>all</i>	town	400	60	Traders, Merchant Ships +10% trade gain.
trade gain 3	<i>all</i>	city	600	75	Traders, Merchant Ships +10% trade gain.

5.5.1 Temple

file name	civilization availability	required phase	silver cost	research time	effects
healer rate 1	<i>all</i>	town	300	60	Healers −20% healing time.
healer rate 2	<i>all</i>	city	600	75	Healers −20% healing time.
heal garrison	<i>all</i>	town	750	60	Structures +1.0 garrison buff heal.
health regen units	<i>all</i>	city	1500	75	Units +1.0 health regeneration rate.
attack soldiers will	<i>all</i>	city	2000	75	Soldiers, Structures −10% attack time.

5.5.2 Wonder

file name	civilization availability	required phase	silver cost	research time	effects
wonder	<i>all</i>	city	3000	150	Enable “Glorious Expansion”.

5.5.3 Barracks

file name	civilization availability	required phase	silver cost	research time	effects
training barracks	<i>all</i>	city	500	75	Barracks −10% batch training time.
parade	sele	city	1000	75	Champions −20% training time.

5.5.4 Stable

file name	civilization availability	required phase	silver cost	research time	effects
training cavalry stable	<i>all</i>	city	500	75	Stables −10% batch training time.
armour cavalry	<i>all</i>	city	600	75	Cavalry +1 crush, hack, and thrust armour and +3 pierce armour, −3% movement speed.
attack cavalry javelin	<i>all</i>	town	450	60	Cavalry Javelineers +10% attack damage, −10% spread.
attack cavalry spear	<i>not maur</i>	town	450	60	Cavalry Spearmen, Lancers +20% attack damage.
speed horse	<i>all</i>	village	300	45	Cavalry +10% movement speed.
nisean horses	sele	city	350	75	Melee Cavalry +20% food cost, +20% health.

5.5.5 Elephant Stable

file name	civilization availability	required phase	silver cost	research time	effects
training elephant stable	<i>all</i>	city	500	75	Elephant Stables −10% batch training time.

5.5.6 Arsenal

file name	civilization availability	required phase	silver cost	research time	effects
training arsenal	<i>all</i>	city	500	75	Arsenals −10% batch training time.

5.5.7 Shipyard

file name	civilization availability	required phase	silver cost	research time	effects
training naval	<i>all</i>	city	500	75	Naval Structures −10% batch training time.
armour ship 1	<i>all</i>	town	300	60	Warships +2 armour, −2% movement speed.
armour ship 2	<i>all</i>	city	600	75	Warships +2 armour, −2% movement speed.
armour ship 3	<i>all</i>	metropolis	900	90	Warships +2 armour, −2% movement speed.