

*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

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

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# 1 Introduction

**0abc** is an acronym for “0 A.D. is Actually Before Christ”. Of the twelve civilizations and factions included in the default distribution, three (Britons, Gauls, Iberians) cover the whole period (c. 500–1 B.C.), three (Athenians, Persians, Spartans) the Classical period (c. 500–300 B.C.), and six (Carthaginians, Macedonians, Mauryas, Ptolemies, Romans, Seleucids) the Hellenistic period (c. 350–150 B.C.); civilizations (Armenia, Han China, Numidia, Parthia, Pontus, Xiongnu) peaking in the last two centuries (c. 200–1 B.C.) are noticeably lacking.

This mod, however, does not include any new factions. It 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 `/Oad/mods/` folder:
  - GNU/Linux (e.g. Fedora) typically: `~/.local/share/Oad/mods/`
  - Macintosh/Apple OS X typically: `~/Library/Application\ Support/Oad/mods/`
  - Microsoft Windows typically: `~\Documents\My Games\Oad\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 Siege weapons

class un/pack (ms)	pop. size	training costs (s, f, w, m, s; time)	loot (s, f, w, m, s; exp)	vision range packed/unpacked	speed	health	armour (c, h, p)	damage (c, h, p)	range (m)	rate (ms)	other stats
bolt shooter 9000 (10000)	4 (2)	0, 100, 150, 150, 0; 30 (-, 0, 250, 250, 0; 20)	0, 0, 0, 0, 0; 0 (-, 0, 10, 10, 0; 200)	50/100 (120)	8.0 (8.1)	200 (200)	5, 1, 50 (5, 1, 50)	0, 0, 120 (25, 0, 150)	15-90 (26-80)	4000 (4000)	(linear splash damage removed: 5c+0h+75p)
stone thrower 12000 (10000)	4 (2)	0, 100, 200, 100, 0; 40 (-, 0, 400, 0, 250; 25)	0, 0, 0, 0, 0; 0 (-, 0, 20, 0, 10; 300)	50/100 (120)	7.0 (7.2)	250 (250)	5, 1, 50 (5, 1, 50)	90, 0, 0 (100, 0, 10)	30-90 (26-80)	5000 (5000)	circular splash damage 30c+0h+0p (35c+0h+ 2.0× vs Ships
battering ram	4 (3)	0, 100, 300, 100, 0; 20 (-, 0, 350, 200, 0; 30)	0, 0, 0, 0, 0; 0 (-, 0, 50, 25, 0; 60)	40 (80)	6.0 (8.1)	400 (400)	5, 1, 50 (5, 1, 50)	40, 0, 0 (150, 0, 0)	6.5 (6.5)	1000 (1500)	garrison capacity: 8 (1 2.0× vs Defensive stru
siege tower	6 (3)	0, 200, 500, 300, 0; 60 (-, 0, 500, 300, 0; 60)	0, 0, 0, 0, 0; 0 (-, 0, 50, 25, 0; 60)	100 (80)	4.0 (6.3)	750 (500)	5, 1, 50 (5, 1, 50)	2, 0, 6 (2.5, 0, 12)	10-60+10 (10-55+10)	1000 (2000)	garrison capacity: 20 (0 arrow count: 2-12 (0-