

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

2.2 Counters

unit	new	formerly
cavalry archers	0.5× vs Elephantry	–
cavalry crossbowmen	0.75× vs Elephantry	–
cavalry javelinists	–	–
cavalry axemen	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	–
cavalry lancers	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	1.5× vs Cavalry
cavalry macemen	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	–
cavalry sabremen	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	–
cavalry spearmen	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	1.5× vs Cavalry
cavalry swordsmen	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	–
bolt shooter	–	–
stone thrower	2.0× vs Ships	–
battering ram	2.0× vs Defensive	–
siege tower	–	–

2.3 Cavalry

class	pop. size	training costs (s, f, w, m, s; time)	loot exp	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	range (m)	rate (ms)	other stats
cavalry	2	0, 75, 35, 15, 0; 30	120	80	15.0	120	1, 1, 1	0, 0, 6	64	1000	
archer	(1)	(-, 100, 50, 0, 0; 15)	(130)	(92)	(17.55)	(100)	(15, 3, 1)	(0, 0, 7)	(72)	(1000)	
cavalry	2	0, 75, 25, 25, 0; 30	120	80	15.0	120	1, 1, 1	0, 0, 9	48	1000	
crossbowman	(1)	(-, 100, 50, 0, 0; 15)	(130)	(92)	(17.55)	(100)	(15, 3, 1)	(0, 0, 7)	(72)	(1000)	
cavalry	2	0, 75, 45, 5, 0; 30	120	80	15.0	120	1, 1, 1	0, 0, 15	32	1000	
javelinist	(1)	(-, 100, 50, 0, 0; 15)	(130)	(92)	(17.55)	(100)	(15, 3, 1)	(0, 0, 18)	(28)	(1250)	
cavalry	2	0, 75, 40, 10, 0; 30	120	80	15.0	150	3, 3, 3	2, 6, 0	3	1000	
axeman	(1)	(-, 100, 30, 20, 0; 15)	(130)	(92)	(21.06)	(160)	(15, 4, 2)	(0, 6.5, 0)	(3.5)	(750)	
cavalry	2	0, 75, 10, 40, 0; 30	120	80	15.0	150	3, 3, 3	1, 0, 8	3	1000	
spearman	(1)	(-, 100, 50, 0, 0; 15)	(130)	(92)	(19.305)	(160)	(15, 4, 3)	(0, 6, 5)	(4.5)	(2000)	
cavalry	2	0, 75, 5, 45, 0; 30	120	80	15.0	150	3, 3, 3	7, 0, 0	3	1000	
maceman	(1)	(-, 100, 30, 20, 0; 15)	(130)	(92)	(21.06)	(160)	(15, 4, 2)	(0, 6.5, 0)	(3.5)	(750)	
cavalry	2	0, 75, 20, 30, 0; 30	120	80	15.0	150	3, 3, 3	0, 8, 0	3	1000	
sabreman	(1)	(-, 100, 30, 20, 0; 15)	(130)	(92)	(21.06)	(160)	(15, 4, 2)	(0, 6.5, 0)	(3.5)	(750)	
cavalry	2	0, 75, 30, 20, 0; 30	120	80	15.0	150	3, 3, 3	0, 0, 9	3	1000	
spearman	(1)	(-, 100, 50, 0, 0; 15)	(130)	(92)	(19.305)	(160)	(15, 4, 3)	(0, 6, 5)	(4.5)	(2000)	
cavalry	2	0, 75, 15, 35, 0; 30	120	80	15.0	150	3, 3, 3	0, 6, 2	3	1000	
swordsman	(1)	(-, 100, 30, 20, 0; 15)	(130)	(92)	(21.06)	(160)	(15, 4, 2)	(0, 6.5, 0)	(3.5)	(750)	

2.4 Siege weapons

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