

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: 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, Stru
infantry archers	0.5× vs Elephantry	–	–
infantry axe throwers	–	–	–
infantry crossbowmen	0.75× vs Elephantry	–	–
infantry longbowmen	0.5× vs Elephantry	–	–
infantry javelinists	–	–	–
infantry lead slingers	–	–	–
infantry stone slingers	–	–	–
infantry axemen	–	–	–
infantry hoplites	–	–	–
infantry longswordsmen	–	–	–
infantry macemen	–	–	–
infantry pikemen	–	–	–
infantry sabremen	–	–	–
infantry spearmen	–	–	–
infantry swordsmen	–	–	–
camel archers	0.5× vs Elephantry	–	–
camel javelinists	–	–	–
camel spearmen	0.5× vs Elephantry	–	–
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	–	–
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	–	–
cavalry swordsmen	0.75× vs Camelry, 0.75× vs Chariotry, 0.5× vs Elephantry	–	–
biga archers	0.5× vs Elephantry	–	Ships, Siege, Stru
biga javelinists	–	–	Ships, Siege, Stru
quadriga archers	0.5× vs Elephantry	–	Ships, Siege, Stru
war elephants	–	–	–
bolt shooter	–	–	–
stone thrower	–	2.0× vs Ships	–
battering ram	–	2.0× vs Defensive	Organic
siege tower	–	–	–

2.3 Support

class	pop. size	training costs (s, f, w, m, s; time)	exp. loot/up	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	rate (ms)	range (m)	other stats
woman (female citizen)	1 (1)	0, 25, 0, 0, 0; 25 (-, 50, 0, 0, 0; 8)	-/- (10/-)	60 (32)	9.0 (9.0)	45 (25)	1, 1, 1 (1, 1, 1)	1, 1, 1 (0, 2, 0)	1000 (1000)	2 (3)	build rate: - (1.0)
slave	1 (0)	50, 0, 0, 0, 0; 25 (-, 0, 0, 50, 0; 20)	-/- (10/-)	60 (12)	9.0 (9.0)	45 (100)	1, 1, 1 (1, 1, 1)	- (-)	- (-)	- (-)	build rate: 0.5 (0.5)
healer	1 (1)	50, 25, 0, 0, 0; 25 (-, 250, 0, 0, 0; 8)	25/200 (10/150)	60 (30)	9.0 (9.0)	75 (85)	1, 1, 1 (1, 1, 1)	heal 1 HP (heal 5 HP)	500 (2000)	12 (12)	
trader	1 (1)	0, 50, 50, 50, 0; 25 (-, 100, 0, 80, 0; 15)	-/- (10/-)	60 (60)	9.0 (9.0)	100 (100)	1, 1, 1 (1, 1, 1)	- (-)	- (-)	- (-)	
worker elephant	3 (1)	0, 150, 0, 0, 0; 25 (-, 150, 0, 0, 0; 20)	-/- (50/-)	60 (50)	5.4 (5.4)	450 (300)	9, 3, 6 (10, 5, 8)	1, 1, 1 (0, 2, 0)	- (-)	- (-)	build rate: 2.0 (2.0)

2.4 Dogs

class	pop. size	training costs (s, f, w, m, s; time)	exp. loot/up	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	rate (ms)	range (m)	other stats
war dog	0 (0)	0, 30, 0, 0, 0; 10 (-, 100, 0, 0, 0; 15)	15/30 (100/100)	30 (30)	14.0 (14.40)	30 (90)	1, 1, 2 (1, 1, 2)	0, 3, 3 (0, 7, 2)	1000 (1000)	2 (3)	

2.5 Infantry

class	pop. size	training costs (s, f, w, m, s; time)	exp. loot/up	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	rate (ms)	range (m)	other stats
infantry	1	0, 25, 35, 15, 0; 20	60/100	75	11.0	60	2, 2, 2	0, 0, 5	1000	60	
archer	(1)	(-, 50, 50, 0, 0; 10)	(100/100)	(80)	(9.9)	(50)	(10, 1, 1)	(0, 0, 6)	(1000)	(72)	
infantry	1	0, 25, 30, 20, 0; 20	60/100	75	11.0	60	2, 2, 2	2, 6, 0	1000	15	
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, 25, 25, 25, 0; 20	60/100	75	11.0	60	2, 2, 2	0, 0, 5	1000	60	
crossbowman	(1)	(-, 50, 50, 0, 0; 10)	(100/100)	(80)	(9.9)	(50)	(10, 1, 1)	(0, 0, 6)	(1000)	(72)	
infantry	1	0, 25, 45, 5, 0; 20	60/100	75	11.0	60	2, 2, 2	0, 0, 12	1000	30	
javelinist	(1)	(-, 50, 50, 0, 0; 10)	(100/100)	(80)	(12.6)	(50)	(10, 1, 1)	(0, 0, 16)	(1250)	(24)	
infantry	1	0, 25, 20, 30, 0; 20	60/100	75	11.0	60	2, 2, 2	0, 0, 4	1000	75	
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, 25, 40, 10, 0; 20	60/100	75	11.0	60	2, 2, 2	0, 0, 5	1000	60	
longbowman	(1)	(-, 50, 50, 0, 0; 10)	(100/100)	(80)	(9.9)	(50)	(10, 1, 1)	(0, 0, 6)	(1000)	(72)	
infantry	1	0, 25, 40, 0, 10; 20	60/100	75	11.0	60	2, 2, 2	5, 0, 0	1000	45	
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, 25, 35, 15, 0; 20	60/100	75	10.0	90	4, 4, 4	2, 5, 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	0, 25, 10, 40, 0; 20	60/100	75	10.0	90	4, 4, 4	0, 1, 6	1000	3	
hoplite	(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, 25, 20, 30, 0; 20	60/100	75	10.0	90	4, 4, 4	0, 6, 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	0, 25, 15, 35, 0; 20	60/100	75	10.0	90	4, 4, 4	6, 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	0, 25, 45, 5, 0; 20	60/100	75	10.0	90	4, 4, 4	0, 0, 5	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)	
infantry	1	0, 25, 30, 20, 0; 20	60/100	75	10.0	90	4, 4, 4	0, 7, 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	0, 25, 40, 10, 0; 20	60/100	75	10.0	90	4, 4, 4	0, 0, 8	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	0, 25, 25, 25, 0; 20	60/100	75	10.0	90	4, 4, 4	0, 4, 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)	

2.6 Camelry

class	pop. size	training costs (s, f, w, m, s; time)	exp. loot/up	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	rate (ms)	range (m)	other stats
camel	2	0, 60, 30, 10, 0; 25	90/125	85	18.0	110	1, 1, 1	0, 0, 6	1000	68	
archer	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(17.55)	(100)	(15, 3, 1)	(0, 0, 7)	(1000)	(72)	
camel	2	0, 60, 35, 5, 0; 25	90/125	85	18.0	110	1, 1, 1	0, 0, 15	1000	34	
javelinist	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(17.55)	(100)	(15, 3, 1)	(0, 0, 18)	(1250)	(28)	
camel	2	0, 60, 25, 15, 0; 25	90/125	85	18.0	135	2, 2, 2	0, 0, 8	1000	3	
spearman	(1)	(−, 100, 50, 0, 0; 15)	(130/150)	(92)	(19.305)	(160)	(15, 4, 3)	(0, 6, 5)	(2000)	(4.5)	

2.7 Cavalry

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

2.8 Chariotry

class	pop. size	training costs (s, f, w, m, s; time)	exp. loot/up	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	rate (ms)	range (m)	other stats
biga	4	0, 150, 90, 60, 0; 40	180/210	85	16.0	240	5, 5, 5	0, 0, 7	1000	72	arrow count: 1–2 (−)
archer	(1)	(−, 250, 100, 100, 0; 30)	(150/−)	(96)	(20.25)	(240)	(20, 7, 5)	(0, 0, 14)	(1000)	(76)	
biga	4	0, 150, 100, 50, 0; 40	180/210	85	16.0	240	5, 5, 5	0, 0, 21	1000	36	arrow count: 1–2 (−)
javelinist	(1)	(−, 250, 100, 100, 0; 30)	(150/−)	(96)	(20.25)	(240)	(20, 7, 5)	(0, 0, 36)	(1250)	(32)	
quadriga	6	0, 250, 120, 80, 0; 50	240/240	85	17.0	360	6, 6, 6	0, 0, 8	1000	72	arrow count: 1–2 (−)
archer	(1)	(−, 250, 100, 100, 0; 30)	(150/−)	(96)	(20.25)	(240)	(20, 7, 5)	(0, 0, 14)	(1000)	(76)	

2.9 Elephantry

class	pop. size	training costs (s, f, w, m, s; time)	exp. loot/up	vision range	walk speed	health	armour (c, h, p)	damage (c, h, p)	rate (ms)	range (m)	other stats
war elephant	6 (3)	0, 300, 150, 150, 0; 60 (-, 250, 0, 250, 0; 30)	360/300 (150/-)	90 (100)	12.0 (8.45)	600 (750)	15, 5, 10 (25, 10, 10)	60, 0, 0 (150, 20, 0)	1000 (1500)	6 (8)	

2.10 Siege weapons

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