0 *A.D. is* **A**ctually **B**efore **C**hrist
`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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Contents

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, 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 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 archer	1 (1)	0, 25, 35, 15, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	11.0 (9.9)	60 (50)	2, 2, 2 (10, 1, 1)	0, 0, 5 (0, 0, 6)	1000 (1000)	60 (72)	
infantry axe thrower	1 (1)	0, 25, 30, 20, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	11.0 (12.6)	60 (50)	2, 2, 2 (10, 1, 1)	2, 6, 0 (0, 0, 16)	1000 (1250)	15 (24)	
infantry crossbowman	1 (1)	0, 25, 25, 25, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	11.0 (9.9)	60 (50)	2, 2, 2 (10, 1, 1)	0, 0, 5 (0, 0, 6)	1000 (1000)	60 (72)	
infantry javelinist	1 (1)	0, 25, 45, 5, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	11.0 (12.6)	60 (50)	2, 2, 2 (10, 1, 1)	0, 0, 12 (0, 0, 16)	1000 (1250)	30 (24)	
infantry lead slinger	1 (1)	0, 25, 20, 30, 0; 20 (−, 50, 20, 0, 30; 10)	60/100 (100/100)	75 (80)	11.0 (10.8)	60 (50)	2, 2, 2 (10, 1, 1)	0, 0, 4 (1, 0, 9.5)	1000 (1250)	75 (48)	
infantry longbowman	1 (1)	0, 25, 40, 10, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	11.0 (9.9)	60 (50)	2, 2, 2 (10, 1, 1)	0, 0, 5 (0, 0, 6)	1000 (1000)	60 (72)	
infantry stone slinger	1 (1)	0, 25, 40, 0, 10; 20 (−, 50, 20, 0, 30; 10)	60/100 (100/100)	75 (80)	11.0 (10.8)	60 (50)	2, 2, 2 (10, 1, 1)	5, 0, 0 (1, 0, 9.5)	1000 (1250)	45 (48)	
infantry axeman	1 (1)	0, 25, 35, 15, 0; 20 (−, 50, 40, 10, 0; 10)	60/100 (100/100)	75 (80)	10.0 (9.45)	90 (100)	4, 4, 4 (15, 5, 5)	2, 5, 0 (0, 5.5, 0)	1000 (750)	3 (3.5)	
infantry hoplite	1 (1)	0, 25, 10, 40, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	10.0 (8.55)	90 (100)	4, 4, 4 (15, 5, 5)	0, 1, 6 (0, 3.0, 2.5)	1000 (1000)	3 (4.5)	
infantry longswordsman	1 (1)	0, 25, 20, 30, 0; 20 (−, 50, 40, 10, 0; 10)	60/100 (100/100)	75 (80)	10.0 (9.45)	90 (100)	4, 4, 4 (15, 5, 5)	0, 6, 2 (0, 5.5, 0)	1000 (750)	3 (3.5)	
infantry maceman	1 (1)	0, 25, 15, 35, 0; 20 (−, 50, 40, 10, 0; 10)	60/100 (100/100)	75 (80)	10.0 (9.45)	90 (100)	4, 4, 4 (15, 5, 5)	6, 0, 0 (0, 5.5, 0)	1000 (750)	3 (3.5)	
infantry pikeman	1 (1)	0, 25, 45, 5, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	10.0 (7.2)	90 (100)	4, 4, 4 (15, 10, 10)	0, 0, 5 (0, 1.0, 3.0)	1000 (2000)	6 (7.0)	
infantry sabreman	1 (1)	0, 25, 30, 20, 0; 20 (−, 50, 40, 10, 0; 10)	60/100 (100/100)	75 (80)	10.0 (9.45)	90 (100)	4, 4, 4 (15, 5, 5)	0, 7, 0 (0, 5.5, 0)	1000 (750)	3 (3.5)	
infantry spearman	1 (1)	0, 25, 40, 10, 0; 20 (−, 50, 50, 0, 0; 10)	60/100 (100/100)	75 (80)	10.0 (8.55)	90 (100)	4, 4, 4 (15, 5, 5)	0, 0, 8 (0, 3.0, 2.5)	1000 (1000)	3 (4.5)	
infantry swordsman	1 (1)	0, 25, 25, 25, 0; 20 (−, 50, 40, 10, 0; 10)	60/100 (100/100)	75 (80)	10.0 (9.45)	90 (100)	4, 4, 4 (15, 5, 5)	0, 4, 4 (0, 5.5, 0)	1000 (750)	3 (3.5)	

2.4 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 archer	2 (1)	0, 60, 30, 10, 0; 25 (−, 100, 50, 0, 0; 15)	90/125 (130/150)	85 (92)	18.0 (17.55)	110 (100)	1, 1, 1 (15, 3, 1)	0, 0, 6 (0, 0, 7)	1000 (1000)	68 (72)	
camel javelinist	2 (1)	0, 60, 35, 5, 0; 25 (−, 100, 50, 0, 0; 15)	90/125 (130/150)	85 (92)	18.0 (17.55)	110 (100)	1, 1, 1 (15, 3, 1)	0, 0, 15 (0, 0, 18)	1000 (1250)	34 (28)	
camel spearman	2 (1)	0, 60, 25, 15, 0; 25 (−, 100, 50, 0, 0; 15)	90/125 (130/150)	85 (92)	18.0 (19.305)	135 (160)	2, 2, 2 (15, 4, 3)	0, 0, 8 (0, 6, 5)	1000 (2000)	3 (4.5)	

2.5 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 archer	2 (1)	0, 75, 35, 15, 0; 30 (−, 100, 50, 0, 0; 15)	120/150 (130/150)	80 (92)	15.0 (17.55)	120 (100)	1, 1, 1 (15, 3, 1)	0, 0, 6 (0, 0, 7)	1000 (1000)	64 (72)	
cavalry crossbowman	2 (1)	0, 75, 25, 25, 0; 30 (−, 100, 50, 0, 0; 15)	120/150 (130/150)	80 (92)	15.0 (17.55)	120 (100)	1, 1, 1 (15, 3, 1)	0, 0, 9 (0, 0, 7)	1000 (1000)	48 (72)	
cavalry javelinist	2 (1)	0, 75, 45, 5, 0; 30 (−, 100, 50, 0, 0; 15)	120/150 (130/150)	80 (92)	15.0 (17.55)	120 (100)	1, 1, 1 (15, 3, 1)	0, 0, 15 (0, 0, 18)	1000 (1250)	32 (28)	
cavalry axeman	2 (1)	0, 75, 40, 10, 0; 30 (−, 100, 30, 20, 0; 15)	120/150 (130/150)	80 (92)	15.0 (21.06)	150 (160)	3, 3, 3 (15, 4, 2)	2, 6, 0 (0, 6.5, 0)	1000 (750)	3 (3.5)	
cavalry lancer	2 (1)	0, 75, 10, 40, 0; 30 (−, 100, 50, 0, 0; 15)	120/150 (130/150)	80 (92)	15.0 (19.305)	150 (160)	3, 3, 3 (15, 4, 3)	1, 0, 8 (0, 6, 5)	1000 (2000)	3 (4.5)	
cavalry maceman	2 (1)	0, 75, 5, 45, 0; 30 (−, 100, 30, 20, 0; 15)	120/150 (130/150)	80 (92)	15.0 (21.06)	150 (160)	3, 3, 3 (15, 4, 2)	7, 0, 0 (0, 6.5, 0)	1000 (750)	3 (3.5)	
cavalry sabreman	2 (1)	0, 75, 20, 30, 0; 30 (−, 100, 30, 20, 0; 15)	120/150 (130/150)	80 (92)	15.0 (21.06)	150 (160)	3, 3, 3 (15, 4, 2)	0, 8, 0 (0, 6.5, 0)	1000 (750)	3 (3.5)	
cavalry spearman	2 (1)	0, 75, 30, 20, 0; 30 (−, 100, 50, 0, 0; 15)	120/150 (130/150)	80 (92)	15.0 (19.305)	150 (160)	3, 3, 3 (15, 4, 3)	0, 0, 9 (0, 6, 5)	1000 (2000)	3 (4.5)	
cavalry swordsman	2 (1)	0, 75, 15, 35, 0; 30 (−, 100, 30, 20, 0; 15)	120/150 (130/150)	80 (92)	15.0 (21.06)	150 (160)	3, 3, 3 (15, 4, 2)	0, 6, 2 (0, 6.5, 0)	1000 (750)	3 (3.5)	

2.6 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 archer	4 (1)	0, 150, 90, 60, 0; 40 (−, 250, 100, 100, 0; 30)	180/210 (150/−)	85 (96)	16.0 (20.25)	240 (240)	5, 5, 5 (20, 7, 5)	0, 0, 7 (0, 0, 14)	1000 (1000)	72 (76)	arrow count: 1–2 (−)
biga javelinist	4 (1)	0, 150, 100, 50, 0; 40 (−, 250, 100, 100, 0; 30)	180/210 (150/−)	85 (96)	16.0 (20.25)	240 (240)	5, 5, 5 (20, 7, 5)	0, 0, 21 (0, 0, 36)	1000 (1250)	36 (32)	arrow count: 1–2 (−)
quadriga archer	6 (1)	0, 250, 120, 80, 0; 50 (−, 250, 100, 100, 0; 30)	240/240 (150/−)	85 (96)	17.0 (20.25)	360 (240)	6, 6, 6 (20, 7, 5)	0, 0, 8 (0, 0, 14)	1000 (1000)	72 (76)	arrow count: 1–2 (−)

2.7 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)	

2.8 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)	

2.9 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)	– (–)	– (–)	– (–)	trade gain: 0.75 (0.75)
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)

2.10 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+15
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)

2.11 Ships

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
fishing boat	0 (1)	0, 15, 60, 0, 0; 15 (–, 0, 50, 0, 0; 20)	–/– (1/–)	75 (30)	12.0 (9.9)	150 (200)	2, 2, 4 (2, 2, 5)	0, 10, 0 (0, 10, 0)	1000 (1000)	5 (5)	garrison capacity: 1 (1) food capacity: 60 (40)
merchant ship	0 (1)	0, 30, 120, 60, 0; 25 (–, 0, 0, 100, 0; 20)	–/– (25/–)	90 (50)	11.0 (12.15)	600 (400)	3, 3, 6 (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 (5, 5, 10)	5, 5, 5 (10, 10, 10)	100 (100)	10 (8)	regeneration: −5 (−6); death damage
barge	0 (3)	0, 50, 250, 100, 0; 45 (–, 0, 150, 150, 0; 40)	–/– (100/–)	120 (90)	10.0 (14.58)	1800 (1600)	5, 5, 10 (5, 5, 10)	0, 0, 5 (0, 0, 35)	1000 (2000)	60 (55)	garrison capacity: 45 (40) arrow count: 3–24 (3–13)
triaconter (light warship)	0 (2)	0, 60, 60, 30, 0; 20 (–, 0, 125, 50, 0; 20)	–/– (75/–)	105 (90)	10.0 (13.95)	300 (800)	5, 5, 10 (5, 5, 10)	0, 0, 6 (0, 0, 35)	1000 (2000)	60 (45)	garrison capacity: 5 (20) arrow count: 1–3 (2–10)
penteconter (light warship)	0 (2)	0, 100, 100, 50, 0; 30 (–, 0, 125, 50, 0; 20)	–/– (75/–)	105 (90)	9.5 (13.95)	500 (800)	5, 5, 10 (5, 5, 10)	0, 0, 6 (0, 0, 35)	1000 (2000)	60 (45)	garrison capacity: 10 (20) arrow count: 1–5 (2–10)
bireme (medium warship)	0 (3)	0, 200, 200, 100, 0; 40 (–, 0, 150, 150, 0; 25)	–/– (100/–)	105 (90)	9.0 (16.2)	1000 (1400)	6, 6, 12 (5, 5, 10)	0, 0, 6 (0, 0, 35)	1000 (2000)	60 (55)	garrison capacity: 20 (30) arrow count: 2–10 (3–13)
trireme (medium warship)	0 (3)	0, 300, 300, 150, 0; 50 (–, 0, 150, 150, 0; 25)	–/– (100/–)	105 (90)	8.5 (16.2)	1500 (1400)	6, 6, 12 (5, 5, 10)	0, 0, 6 (0, 0, 35)	1000 (2000)	60 (55)	garrison capacity: 30 (30) arrow count: 3–15 (3–13)
quadrireme (medium warship)	0 (3)	0, 400, 400, 200, 0; 60 (–, 0, 150, 150, 0; 25)	–/– (100/–)	105 (90)	8.0 (16.2)	2000 (1400)	6, 6, 12 (5, 5, 10)	0, 0, 6 (0, 0, 35)	1000 (2000)	60 (55)	garrison capacity: 40 (30) arrow count: 4–20 (3–13)
quinquereme (heavy warship)	0 (3)	0, 500, 500, 250, 0; 70 (–, 0, 350, 200, 350; 30)	–/– (150/–)	105 (110)	7.5 (16.2)	2500 (2000)	7, 7, 14 (5, 5, 10)	0, 0, 6 (100, 0, 10)	1000 (5000)	60 (10–72)	garrison capacity: 50 (50) arrow count: 5–25 (1–10)
sexireme (heavy warship)	0 (3)	0, 600, 600, 300, 0; 80 (–, 0, 350, 200, 350; 30)	–/– (150/–)	105 (110)	7.0 (16.2)	3000 (2000)	7, 7, 14 (5, 5, 10)	0, 0, 6 (100, 0, 10)	1000 (5000)	60 (10–72)	garrison capacity: 60 (50) arrow count: 6–30 (1–10)
septireme (heavy warship)	0 (3)	0, 700, 700, 350, 0; 90 (–, 0, 350, 200, 350; 30)	–/– (150/–)	105 (110)	6.5 (16.2)	3500 (2000)	7, 7, 14 (5, 5, 10)	0, 0, 6 (100, 0, 10)	1000 (5000)	60 (10–72)	garrison capacity: 70 (50) arrow count: 7–35 (1–10)
octoreme (juggernaut)	0 (5)	0, 800, 800, 400, 0; 100 (–, 0, 400, 300, 350; 60)	–/– (200/–)	105 (110)	6.0 (16.2)	4000 (4000)	8, 8, 16 (5, 5, 10)	0, 0, 6 (100, 0, 10)	1000 (5000)	60 (10–72)	garrison capacity: 80 (100) arrow count: 8–40 (1–10)
novireme (juggernaut)	0 (5)	0, 900, 900, 450, 0; 110 (–, 0, 400, 300, 350; 60)	–/– (200/–)	105 (110)	5.5 (16.2)	4500 (4000)	8, 8, 16 (5, 5, 10)	0, 0, 6 (100, 0, 10)	1000 (5000)	60 (10–72)	garrison capacity: 90 (100) arrow count: 9–45 (1–10)
decereme (juggernaut)	0 (5)	0, 1000, 1000, 500, 0; 120 (–, 0, 400, 300, 350; 60)	–/– (200/–)	105 (110)	5.0 (16.2)	5000 (4000)	8, 8, 16 (5, 5, 10)	0, 0, 6 (100, 0, 10)	1000 (5000)	60 (10–72)	garrison capacity: 100 (100) arrow count: 10–50 (1–10)