

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

August 9, 2019



Contents

1	Introduction	3
1.1	Instructions	3
2	Units	4
2.1	Population costs	4
2.2	Counters	4
2.3	Unit types	5
2.3.1	Infantry	5
2.3.2	Cavalry	6
2.3.3	Camelry	6
2.3.4	Chariotry	7
2.3.5	Elephantry	7
2.3.6	Siege engines	7
2.3.7	Ships	8
2.3.8	Support	8
2.3.9	Fauna	9
2.4	Unit roster	10
2.4.1	Support	10
2.4.2	Infantry	10
2.4.3	Cavalry	11
2.4.4	Exotic units	11
2.4.5	Siege engines	12
2.4.6	Ships	12
3	Structures	13
3.1	Base	13
3.2	Civic	13
3.3	Defensive	15
3.4	Economic	16
3.5	Military	16
3.6	Resource	17
4	Auras	18
4.1	Structures	18
4.2	Team bonuses	18
5	Technologies	18
5.1	Class bonuses	18
5.2	Civilization bonuses	19
5.2.1	Carthage	19
5.2.2	Gauls	19
5.2.3	Kush	19
5.2.4	Macedon	19
5.2.5	Mauryas	19
5.2.6	Ptolemies	19
5.2.7	Rome	19
5.2.8	Seleucids	19

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.

All the content is completely open for any use: feel free to download, change, redistribute, or (re)use anything in any way you like; no asking for permission or granting credits is required for incorporating parts or all of it in your own mods (or main distribution). Have fun with it!

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	30, 30, 0, 0, 0; 30	60/-	80	11.5	60	3, 1, 2, 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	30, 30, 0, 0, 0; 30	60/-	80	10.5	60	2, 1, 2, 1	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	30, 30, 0, 0, 0; 30	60/-	80	9.0	60	1, 1, 1, 1	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	30, 30, 0, 0, 10; 30	60/-	80	11.5	60	1, 1, 1, 1	10, 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	30, 30, 0, 0, 0; 30	60/-	80	11.0	60	2, 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	30, 30, 0, 0, 0; 30	60/-	80	10.5	60	3, 3, 3, 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	30, 30, 0, 0, 0; 30	60/-	80	10.0	90	4, 3, 4, 5	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	30, 30, 0, 0, 0; 30	60/-	80	10.5	90	4, 4, 4, 4	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	30, 30, 0, 0, 0; 30	60/-	80	10.5	90	5, 4, 4, 3	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	30, 30, 0, 0, 0; 30	60/-	80	9.5	90	3, 5, 3, 5	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	30, 30, 0, 0, 0; 30	60/-	80	10.0	90	4, 4, 4, 4	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	30, 30, 0, 0, 0; 30	60/-	80	10.0	90	3, 5, 4, 4	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	30, 30, 0, 0, 0; 30	60/-	80	9.0	90	5, 3, 5, 3	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	40, 80, 0, 0, 0; 50	120/−	85	15.0	120	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	40, 80, 0, 0, 0; 50	120/−	85	15.0	120	1, 1, 1, 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	40, 80, 0, 0, 0; 50	120/−	85	15.0	120	1, 1, 1, 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	40, 80, 0, 0, 0; 50	120/−	85	15.0	150	3, 3, 3, 3	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	40, 80, 0, 0, 0; 50	120/−	85	15.0	150	3, 3, 3, 3	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	40, 80, 0, 0, 0; 50	120/−	85	15.0	150	3, 3, 3, 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	40, 80, 0, 0, 0; 50	120/−	85	15.0	150	3, 3, 3, 3	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	40, 80, 0, 0, 0; 50	120/−	85	15.0	150	3, 3, 3, 3	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	40, 80, 0, 0, 0; 50	120/−	85	15.0	150	3, 3, 3, 3	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	35, 70, 0, 0, 0; 60	90/−	90	18.0	144	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	35, 70, 0, 0, 0; 60	90/−	90	18.0	144	1, 1, 1, 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	35, 70, 0, 0, 0; 60	90/−	90	18.0	180	2, 2, 2, 2	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)	90, 160, 0, 0, 0; 70 (−, 250, 100, 100, 0; 30)	180/− (150/−)	85 (96)	16.0 (20.25)	240 (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)	90, 160, 0, 0, 0; 70 (−, 250, 100, 100, 0; 30)	180/− (150/−)	85 (96)	16.0 (20.25)	240 (240)	5, 5, 5, 5 (20, 7, 5, −)	0, 0, 25, 0 (0, 0, 36, −)	2000 (1250)	30+2 (32)	arrow count: 1–2 (−)
quadriga archer	6 (1)	120, 240, 0, 0, 0; 80 (−, 250, 100, 100, 0; 30)	240/− (150/−)	85 (96)	17.0 (20.25)	360 (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)	120, 240, 0, 0, 0; 80 (−, 250, 100, 100, 0; 30)	240/− (150/−)	85 (96)	17.0 (20.25)	360 (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
Indian elephant	6 (3)	330, 330, 0, 0, 0; 99 (−, 250, 0, 250, 0; 30)	360/− (150/−)	95 (100)	12.0 (8.45)	495 (750)	12, 3, 9, 6 (25, 10, 10, −)	110, 0, 0, 0 (150, 20, 0, −)	2000 (1500)	6 (8)	
North African elephant	6 (3)	270, 270, 0, 0, 0; 81 (−, 250, 0, 250, 0; 30)	360/− (150/−)	95 (100)	12.0 (8.45)	405 (750)	12, 3, 9, 6 (25, 10, 10, −)	90, 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
scorpio	2	0, 50, 50, 100, 0; 60	−/−	100	8.0	100	5, 1, 50, 2	0, 0, 40, 20	4000	10–90	un/pack (ms): 4000 (10000)
bolt-shooter	(2)	(−, 0, 250, 250, 0; 20)	(200/−)	(120)	(8.1)	(200)	(5, 1, 50, −)	(25, 0, 150, −)	(4000)	(26–80)	l. splash: − (5c+0h+75p)
polybolos	4	0, 100, 150, 150, 0; 90	−/−	100	8.0	200	5, 1, 50, 2	0, 0, 40, 20	2000	15–95	un/pack (ms): 8000 (10000)
bolt-shooter	(2)	(−, 0, 250, 250, 0; 20)	(200/−)	(120)	(8.1)	(200)	(5, 1, 50, −)	(25, 0, 150, −)	(4000)	(26–80)	l. splash: − (5c+0h+75p)
oxybeles	4	0, 100, 150, 150, 0; 80	−/−	100	8.0	200	5, 1, 50, 2	0, 0, 100, 50	5000	20–100	un/pack (ms): 8000 (10000)
bolt-shooter	(2)	(−, 0, 250, 250, 0; 20)	(200/−)	(120)	(8.1)	(200)	(5, 1, 50, −)	(25, 0, 150, −)	(4000)	(26–80)	l. splash: − (5c+0h+75p)
stone-thrower	4	0, 100, 200, 100, 0; 100	−/−	100	7.0	250	5, 1, 50, 2	120, 0, 0, 0	5000	30–90	un/pack (ms): 12000 (10000)
	(2)	(−, 0, 400, 0, 250; 25)	(300/−)	(120)	(7.2)	(250)	(5, 1, 50, −)	(100, 0, 10, −)	(5000)	(26–80)	c. splash: − (35c+0h+15p)
small battering ram	4 (3)	0, 100, 250, 50, 0; 40 (−, 0, 350, 200, 0; 30)	−/− (60/−)	40 (80)	6.0 (8.1)	300 (400)	5, 1, 50, 2 (5, 1, 50, −)	80, 0, 0, 0 (150, 0, 0, −)	2000 (1500)	7 (6.5)	garrison capacity: 6 (10)
large battering ram	4 (3)	0, 100, 350, 50, 0; 50 (−, 0, 350, 200, 0; 30)	−/− (60/−)	40 (80)	6.0 (8.1)	375 (400)	5, 1, 50, 2 (5, 1, 50, −)	80, 0, 0, 0 (150, 0, 0, −)	2000 (1500)	9 (6.5)	garrison capacity: 10 (10)
siege tower	6	0, 200, 500, 300, 0; 150	−/−	100	4.0	750	5, 1, 50, 2	3, 0, 9, 0	2000	10–60+15	garrison capacity: 20 (20)
	(3)	(−, 0, 500, 300, 0; 60)	(60/−)	(80)	(6.3)	(500)	(5, 1, 50, −)	(2.5, 0, 12, −)	(2000)	(10–55+10)	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 javelineer	–	V	–	V	–	–	V	V
" " mercenary	T	–	T	–	–	T	–	–
" " champion	–	–	–	–	–	–	–	–
infantry axe-thrower	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	–	–	–	–	–	–
infantry maceman	–	–	–	–	–	–	–	–
" " mercenary	–	–	T	–	–	–	–	–
" " champion	–	–	–	–	C	–	–	–
infantry axeman	–	–	–	–	–	–	–	–
" " mercenary	–	–	–	–	–	–	–	–
" " champion	–	–	C	–	–	–	–	–
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	–	–	T	V	–	V	–	T
" " mercenary	–	–	–	–	–	M	–	–
" " 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	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	C	—	—	—
biga javelineer	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	—
quadriga scythed	—	—	—	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	—	—	—	—	—	—	—	C
Indian elephant	—	—	—	—	T	—	—	—
" " mercenary	—	—	—	C*	—	—	—	—
" " champion	—	—	—	—	C	—	—	C
North African elephant	—	—	C	—	—	—	—	—
" " mercenary	—	—	—	—	—	—	—	—
" " champion	C	—	—	—	—	C	—	—
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
scorpio	–	–	–	–	–	–	C	–
polybolos	–	–	–	–	–	C	–	–
oxybeles	C	–	–	C	–	–	–	–
stone-thrower	C	–	–	C	C	C	C	C
small battering ram	T	T	–	–	T	–	–	–
large battering ram	–	–	T	T	–	T	T	T
siege tower	–	–	–	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.

2.4.6 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, w, i, 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, 600, 300, 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)
wooden house (small house)	0, 0, 80, 0, 0; 20 (-, 0, 75, 0, 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)
mud brick house (small house)	0, 0, 60, 0, 0; 60 (-, 0, 75, 0, 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)
normal house (big house)	0, 0, 120, 0, 30; 40 (-, 0, 150, 0, 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, 180, 0, 60; 60 (-, 0, 150, 0, 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)
palace (apadana)	0, 200, 200, 200, 600; 300 (-, 0, 0, 200, 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 Civic

class	building costs (s, f, w, i, 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, 75, 0, 75; 75 (-, 0, 100, 0, 100; 120) (-, 0, 100, 0, 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)

3.3 Defensive

class	building costs (s, f, w, i, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
outpost	0, 0, 60, 0, 0; 30 (-, 0, 80, 0, 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, 100, 20, 0; 90 (-, 0, 100, 0, 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, 100, 40, 100; 150 (-, 0, 100, 0, 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, 300, 200, 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, 400, 200, 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, 500, 200, 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)
palisade short	0, 0, 10, 0, 0; 5 (-, 0, 4, 0, 0; 5)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	400 (250)	- (-)	1 (20)
palisade medium	0, 0, 20, 0, 0; 10 (-, 0, 7, 0, 0; 8)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	600 (500)	- (-)	1 (20)
palisade long	0, 0, 30, 0, 0; 15 (-, 0, 13, 0, 0; 11)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	800 (750)	- (-)	1 (20)
palisade gate	0, 0, +20, 0, 0; +5 (-, 0, +20, 0, 0; +5)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	1000 (637)	- (-)	10 (20)
palisade tower	0, 0, 15, 0, 0; 12 (-, 0, 5, 0, 0; 7)	0 (0)	4, 9, 100, 16 (2, 4, 25, -)	- (1200)	- (-)	500 (750)	- (-)	1 (20)
wooden wall short (siege wall short)	0, 0, 30, 0, 0; 15 (-, 0, 20, 0, 0; 15)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	1 (-)	1000 (750)	- (-)	1 (20)
wooden wall medium (siege wall medium)	0, 0, 60, 0, 0; 30 (-, 0, 40, 0, 0; 30)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	3 (3)	1500 (1500)	- (-)	1 (20)
wooden wall long (siege wall long)	0, 0, 90, 0, 0; 45 (-, 0, 60, 0, 0; 45)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	5 (5)	2000 (2250)	- (-)	1 (20)
wooden wall gate (siege wall gate)	0, 0, +30, +30, 0; 28 (-, 0, +80, 0, 0; 45)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	- (-)	1250 (1912)	- (-)	20 (20)
wooden wall tower (siege wall tower)	0, 0, 120, 0, 0; 60 (-, 0, 100, 0, 0; 80)	0 (0)	4, 16, 100, 25 (5, 15, 35, -)	- (1200)	2 (2)	2500 (3000)	- (-)	1 (60)
city wall short	0, 0, 20, 0, 60; 40 (-, 0, 0, 0, 15; 15)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	1 (-)	1800 (1000)	- (0/20/65535)	1 (20)
city wall medium	0, 0, 30, 0, 90; 60 (-, 0, 0, 0, 22; 30)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	3 (3)	2700 (2000)	- (0/20/65535)	1 (20)
city wall long	0, 0, 40, 0, 120; 80 (-, 0, 0, 0, 28; 45)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	5 (5)	3600 (3000)	- (0/20/65535)	1 (20)
city wall gate	0, 0, +40, +40, 0; 50 (-, 0, 0, 0, +60; 45)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	- (-)	2250 (2550)	- (0/20/65535)	30 (20)
city wall tower	0, 0, 50, 0, 150; 100 (-, 0, 0, 0, 90; 80)	0 (0)	9, 25, 100, 36 (3, 25, 30, -)	- (1200)	2 (2)	4500 (4000)	- (0/20/65535)	1 (60)

3.4 Economic

class	building costs (s, f, w, i, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
corral	0, 0, 100, 0, 0; 30 (−, 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, 100, 0, 0; 40 (−, 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, 100, 0, 0; 50 (−, 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, 100, 0, 100; 60 (−, 0, 200, 0, 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, 200, 0, 100; 80 (−, 0, 200, 0, 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, 250, 0, 0; 100 (−, 0, 300, 0, 0; 150)	0 (0)	1, 4, 100, 9 (1, 5, 20, −)	500 (500)	10 (−)	1500 (1500)	− (0/40/30000)	30 (32)
dock	0, 0, 200, 0, 0; 120 (−, 0, 200, 0, 0; 150)	0 (5)	1, 4, 100, 9 (3, 20, 35, −)	600 (500)	12 (1)	1800 (2500)	− (−)	30 (40)

3.5 Military

class	building costs (s, f, w, i, s; time)	pop. bonus	armour (c, h, p, t)	capture points	garrison capacity	health	territory (root/radius/weight)	vision range
arsenal (workshop)	0, 100, 300, 0, 0; 200 (−, 0, 300, 0, 0; 200)	0 (0)	4, 9, 100, 16 (3, 20, 35, −)	1000 (500)	2 (2)	2000 (2000)	0/40/40000 (0/38/40000)	40 (40)
barracks	0, 100, 300, 0, 0; 150 (−, 0, 300, 0, 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, 100, 300, 0, 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, 100, 300, 0, 0; 250 (−, 0, 0, 200, 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, 200, 0, 0; 150 (−, 0, 0, 250, 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, 200, 0, 0; 150 (−, 0, 100, 200, 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, 100, 300, 0, 0; 150 (−, 0, 300, 0, 0; 150)	0 (0)	4, 9, 100, 16 (3, 20, 35, −)	1000 (500)	10 (10)	2000 (2000)	0/40/40000 (0/50/40000)	40 (32)
shipyard (dock)	0, 100, 300, 0, 0; 150 (−, 0, 200, 0, 0; 150)	0 (5)	4, 9, 100, 16 (3, 20, 35, −)	1000 (500)	5 (1)	2000 (2500)	− (−)	40 (40)

3.6 Resource

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

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 Class bonuses

- **Champion**: +200% silver cost, +100% training time, +50% health, +2 armour levels, +100% capture attack strength, +50% melee and ranged attack damage.
- **Veteran**: +50% silver cost, +50% training time, +20% health, +1 armour levels, +50% capture attack strength, +30% melee and ranged attack damage.
- **Mercenary**: +100% silver cost, 0 other resource costs, −50% training time, +10% health, +25% capture attack strength, +15% melee and ranged attack damage.
- **Cataphract**: +20% silver cost, +2 armour levels, −5% movement speed.
- **Fanatic**: −3 armour levels, +15% melee attack damage, +30% movement speed.

5.2 Civilization bonuses

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

5.2.1 Carthage

- markets −50% wood cost;
- city walls +25% stone cost, −25% wood cost, +20% build time, +20% health;
- merchant ships and traders −15% training time.

5.2.2 Gauls

- 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.

5.2.3 Kush

- economic structures −70% wood cost, +100% build time;
- healers +3 healing range.

5.2.4 Macedon

- military structures −10% build time;
- siege engines −15% construction time.

5.2.5 Mauryas

- 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.

5.2.6 Ptolemies

- economic structures −70% wood cost, +100% build time;
- healers −20% healing time.

5.2.7 Rome

- wooden walls −10% build time;
- city walls +10% build time, +10% health;
- stone throwers +25% wood cost, +20% health, +25% ranged attack crush damage.

5.2.8 Seleucids

- 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.