The following special abilities should be available and implemented automatically.

* For all Roman legionary units: "Legionary eagle" - provides +1 morale to all friendly units in the province. For every legionary eagle lost to the enemy (by the unit being destroyed defending a province) all friendly units across all provinces suffer a 0.2 penalty to morale until the settlement is recaptured (down to a minimum of 1 morale)
* For all Gallic/Celtic Briton/Germanic berserker units: "Berserker rage" - unit receives infinite morale and double melee attack damage, but has no armor or shield protection, in all battles
* For all melee cavalry: "Heroic charge" - where the army has fewer than half the number of units as the enemy, this cavalry unit will double its charge attack damage, and have 50% higher morale
* For all pikemen or hoplite units: "Phalanx" - these hoplites or pikemen have double the melee defence, but half of the speed, as they are otherwise configured to have
* For all javelin-skirmisher units: "skirmisher anti-armour" - in ranged engagements, troops fighting these skirmishers only receive half the protection from armour they would receive otherwise
* For all elephant units: "Elephants running amok" - during any engagement with elephants, there is a 10% chance that the damage/casualties inflicted by a unit of elephants will instead be directed at a random allied unit which is still participating in the battle (as if the elephants were battling the allied unit directly)
* For all horse-archer units: "Cantabrian circle" - when enemy missile units engage this unit of horse archers, the enemy missile units will suffer a 50% loss to missile attack damage
* For all druid units: "Druidic fervour" - allied units in an army with druids enjoy a 10% bonus to morale, and enemy units suffer a 5% penalty to morale, whilst the druids haven't routed. The effect of this ability is amplified by scalar addition, and can be amplified up to 5 times (e.g. 2 druids results in allies receiving 20% bonus to morale and enemy units suffering 10% penalty, however 6 druids provides 50% bonus and 25% penalty respectively)
* For all melee infantry: "Shield charge" - for every 4th engagement by this unit of melee infantry per battle, the value of shield defense is added to this unit's attack damage value

Where both scalar addition bonuses (e.g. +1 attack damage) and multiplicative bonuses (e.g. 20% loss in speed) apply due to filling multiple categories (e.g. druids are both melee infantry and druids), the scalar addition bonuses are applied first.