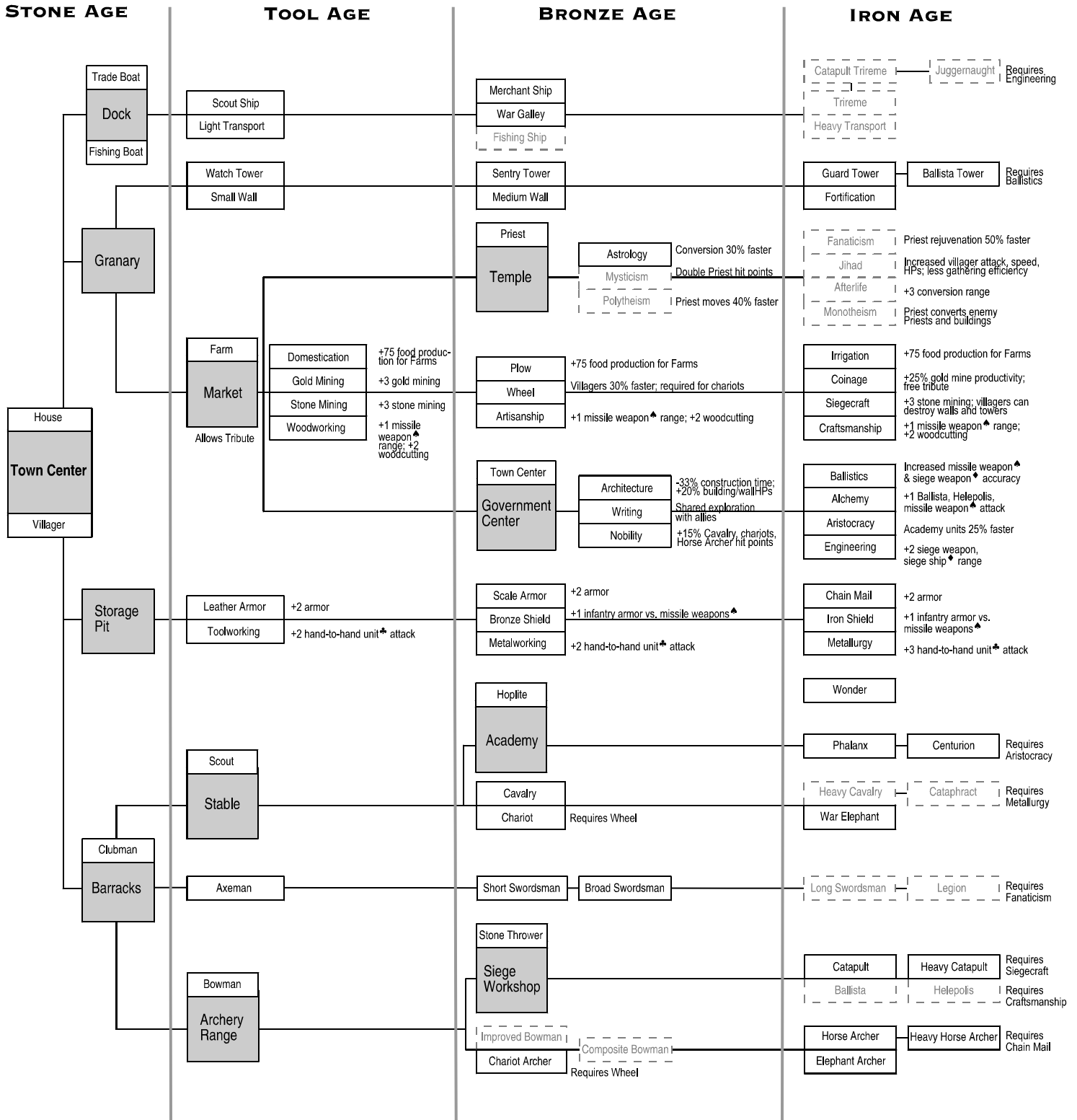


# HITTITE

- Double Stone Thrower, Catapult, Heavy Catapult hit points.
- +1 Archery Range unit attack.
- +4 war ship range.



◆ Siege weapons/siege ships: Stone Thrower, catapults, Ballista, Helepolis, Catapult Trireme, Juggernaught.  
 ▲ Missile weapons: Archery Range units, towers, Scout Ship, War Galley, Trireme.  
 ♣ Hand-to-hand units: Barracks, Academy, Stable units (except War Elephant).