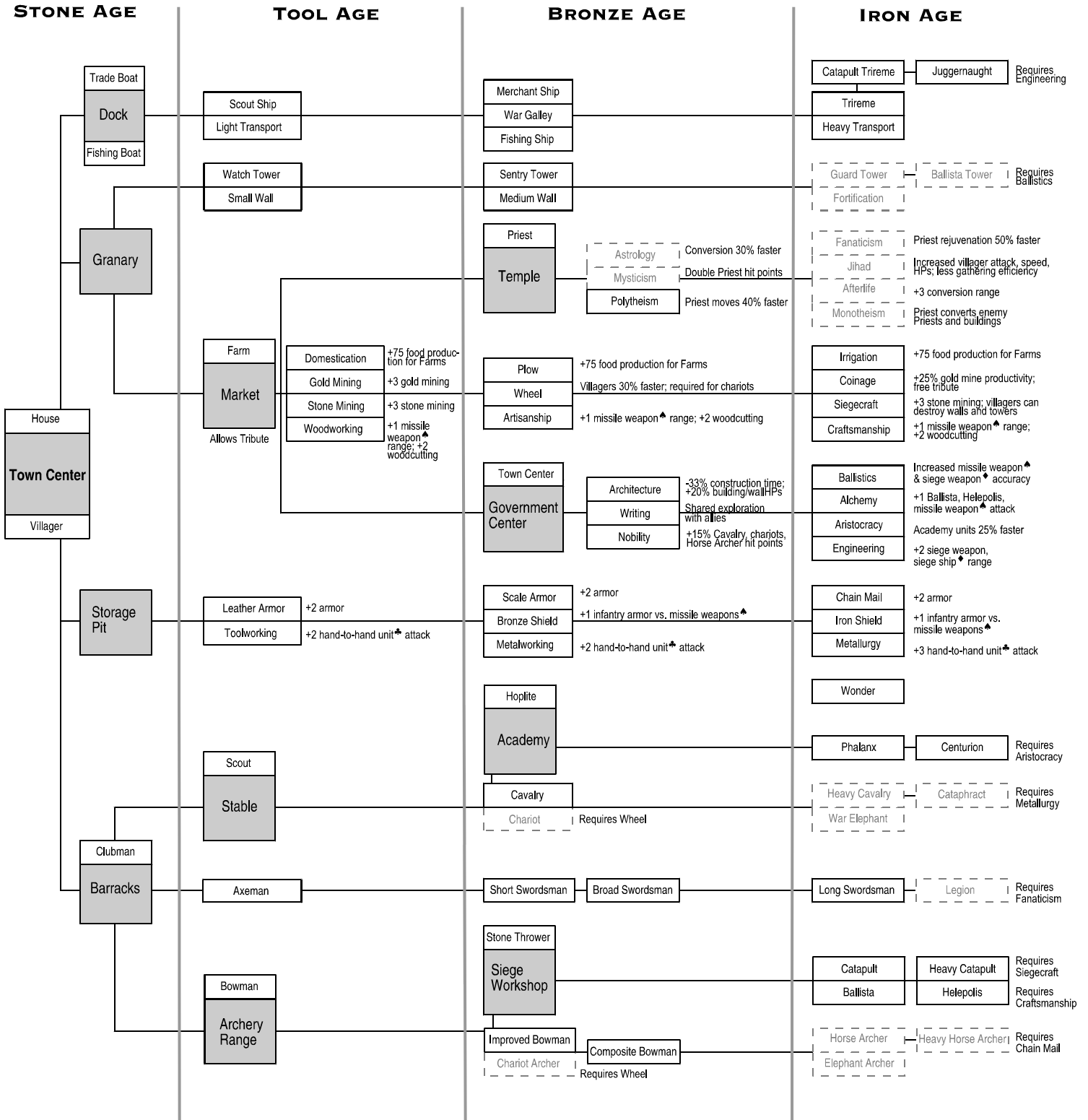


MINOAN

- -30% ship cost.
- +2 Composite Bowman range.
- +25% Farm production.



◆ 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).