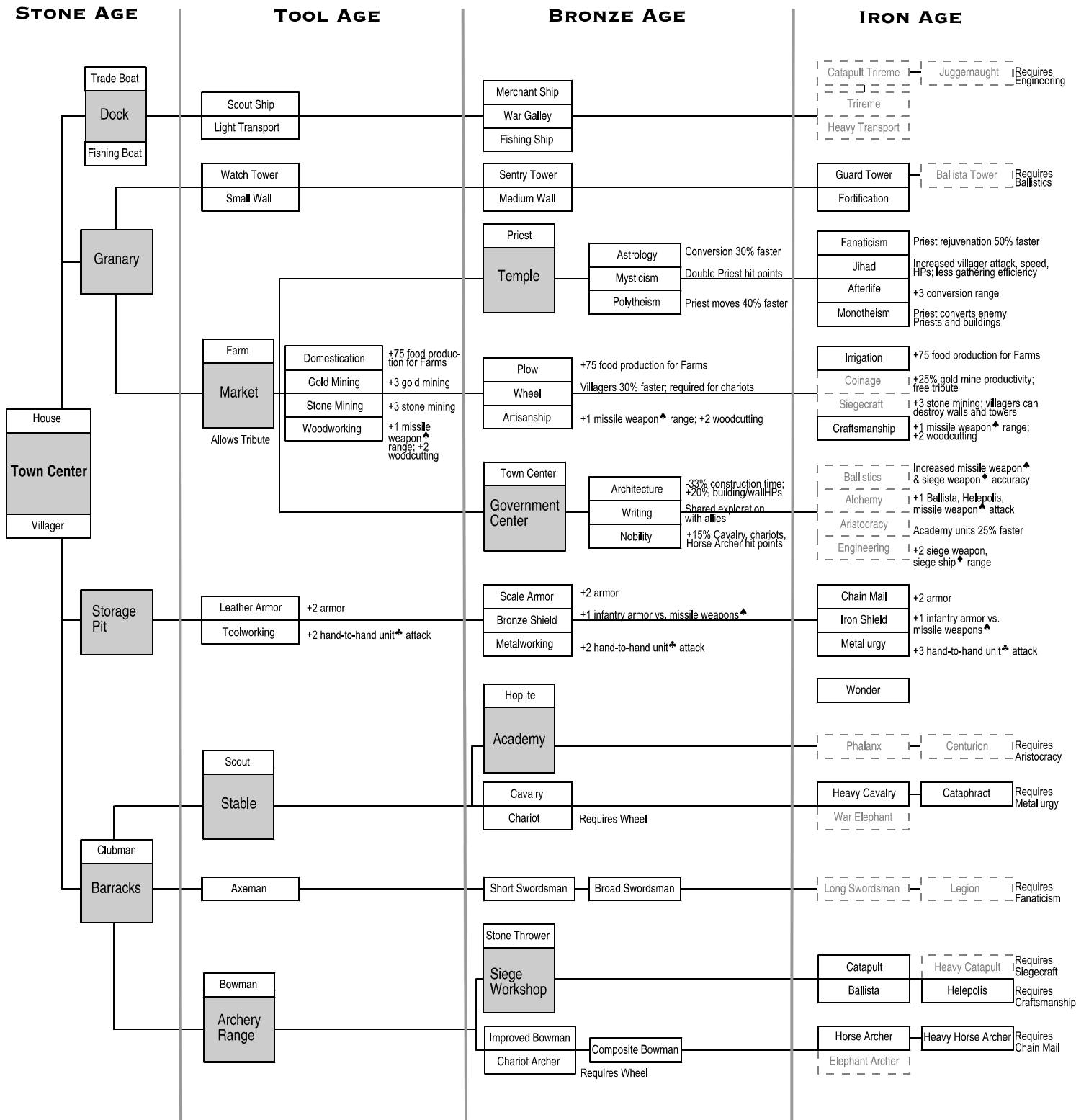


# SHANG

- -30% villager cost.
- Double wall hit points.



♦ 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).