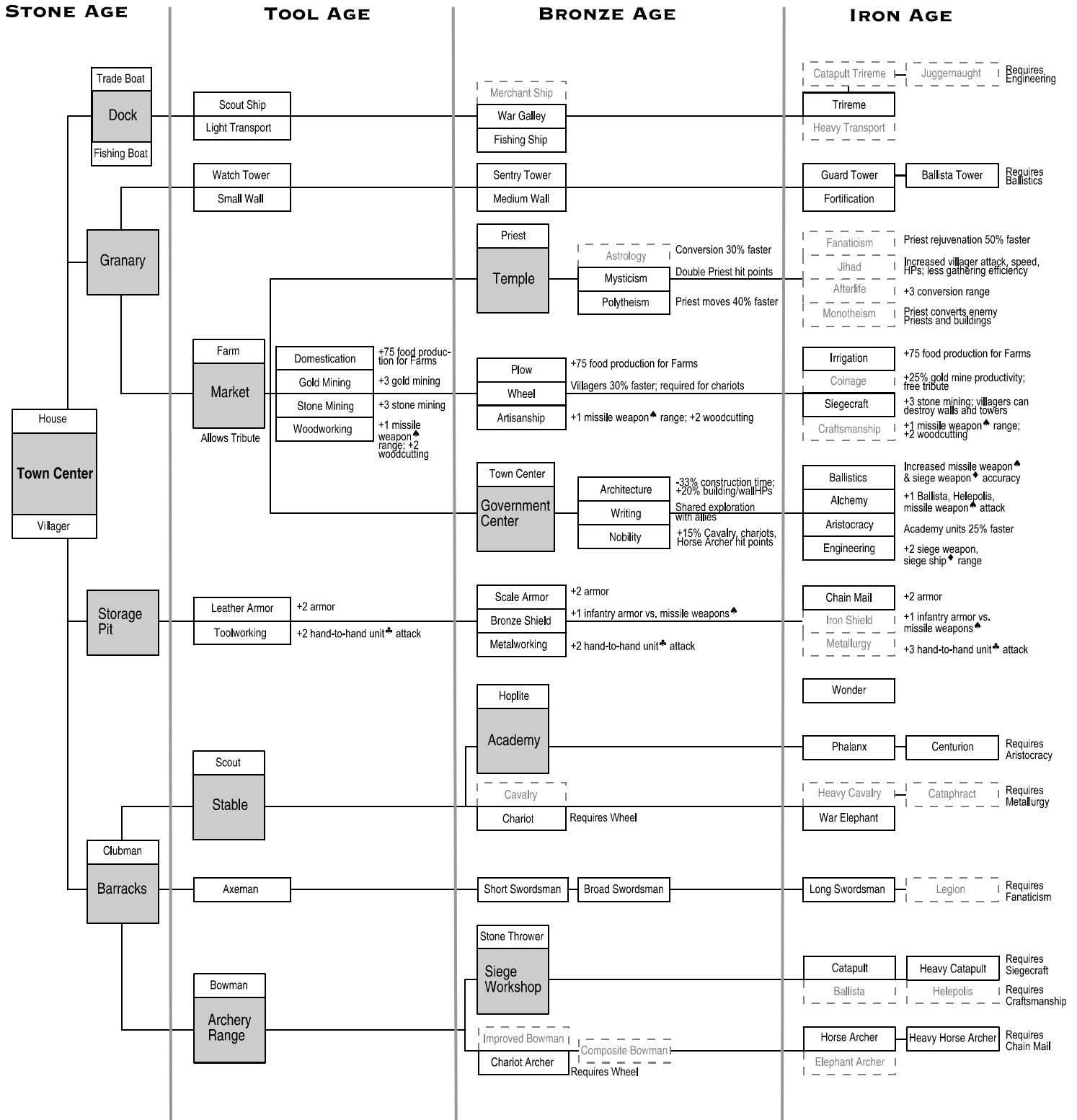


SUMERIAN

- +15 villager hit points.
- +50% Stone Thrower, Catapult, Heavy Catapult fire rate.
- Double 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).