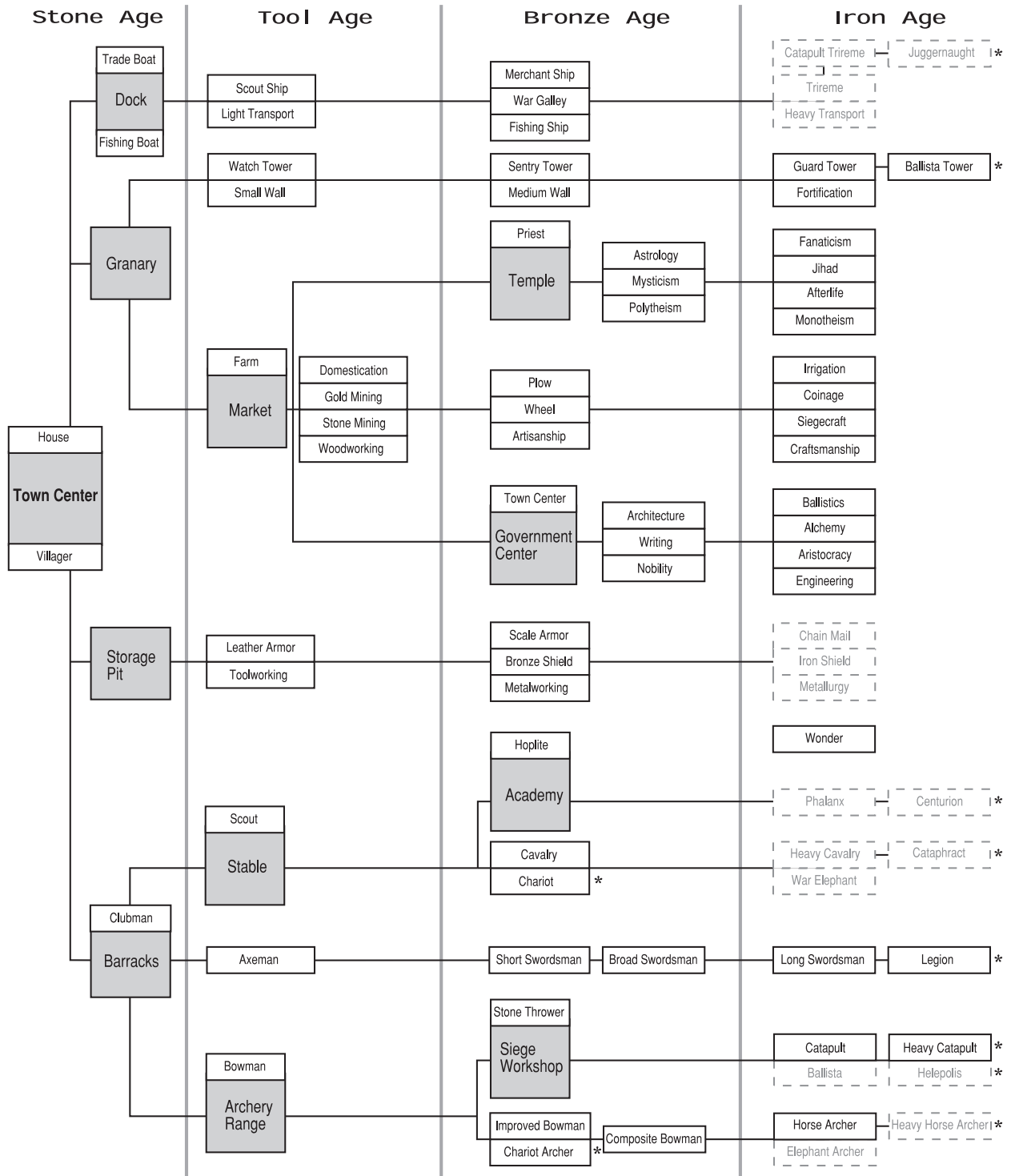


Babylonian

- Double wall and tower hit points.
- +30% Priest rejuvenation rate.
- +30% stone mining.



* Requires specific technology. See Technology Tree Foldout.