











Defense - Maximales Level des Gebäudes @ HQ Level

HQ Level	Sniper Tower	MG	Mortar	Cannon	Flame-thrower	Boom Cannon	Rocket Launcher	Mine	Boom Mine
									
1	2	-	-	-	-	-	-	-	-
2	3	-	-	-	-	-	-	1	-
3	4	-	2	-	-	-	-	1	-
4	5	2	3	-	-	-	-	3	-
5	6	4	4	-	-	-	-	4	-
6	7	6	5	2	-	-	-	5	-
7	8	7	6	3	-	-	-	6	-
8	9	8	7	4	-	-	-	7	-
9	10	9	8	5	2	-	-	8	-
10	11	10	9	6	3	-	-	9	3
11	12	11	10	7	5	-	-	11	5
12	13	12	11	8	6	2	-	12	6
13	14	13	12	9	7	4	2	13	7
14	15	14	13	10	9	5	4	15	9
15	16	15	14	12	10	6	5	16	10
16	17	16	15	14	11	8	7	18	12
17	18	17	16	16	13	9	8	19	14
18	19	18	17	18	14	11	9	20	15
19	19	19	18	19	15	12	11	20	16
20	20	20	20	20	17	14	13	20	16