



## Attack Support

# Artillery



Level	Schaden pro sek 	Kosten Upgrade (Research) 	Upgrade Zeit 	erforderliches Level Headquarter 
1	700	-	-	1
2	770	10.400	1 h	1
3	847	20.900	2 h	2
4	932	44.000	3 h	3
5	1.025	88.000	5 h	4
6	1.127	150.000	7 h	5
7	1.240	252.000	10 h	6
8	1.364	400.000	13 h	7
9	1.501	580.000	15 h	8
10	1.651	680.000	15 h	9
11	1.816	760.000	17 h	10
12	1.997	1.030.000	20 h	11
13	2.197	1.410.000	24 h	12
14	2.417	1.600.000	24 h	13
15	2.658	1.920.000	30 h	14
16	2.924	2.640.000	33 h	15
17	3.216	3.040.000	33 h	16
18	3.538	3.400.000	37 h	17
19	3.892	4.400.000	38 h	18
20	4.281	4.700.000	41 h	19