






Attack Support

Sperrfeuer (Barrage)



Level	Schaden pro sek 	Schaden pro Salve 	Kosten Upgrade (Research) 	Upgrade Zeit 	erforderliches Level Headquarter 
1	190	2.850	-	-	10
2	209	3.135	360.000	13 h	11
3	230	3.450	640.000	15 h	12
4	253	3.795	800.000	15 h	13
5	278	4.170	900.000	17 h	14
6	306	4.590	1.230.000	20 h	15
7	337	5.055	1.680.000	24 h	16
8	370	5.550	1.900.000	24 h	?
9	407	6.105	2.280.000	30 h	?
10	448	6.720	3.140.000	33 h	?
11	493	7.395	3.600.000	33 h	?
12	542	8.130	4.000.000	37 h	?
13	596	8.940	4.500.000	37 h	?
14	656	9.840	4.800.000	38 h	?
15	722	10.830	5.600.000	41 h	?
16	794	11.910	6.400.000	42 h	?