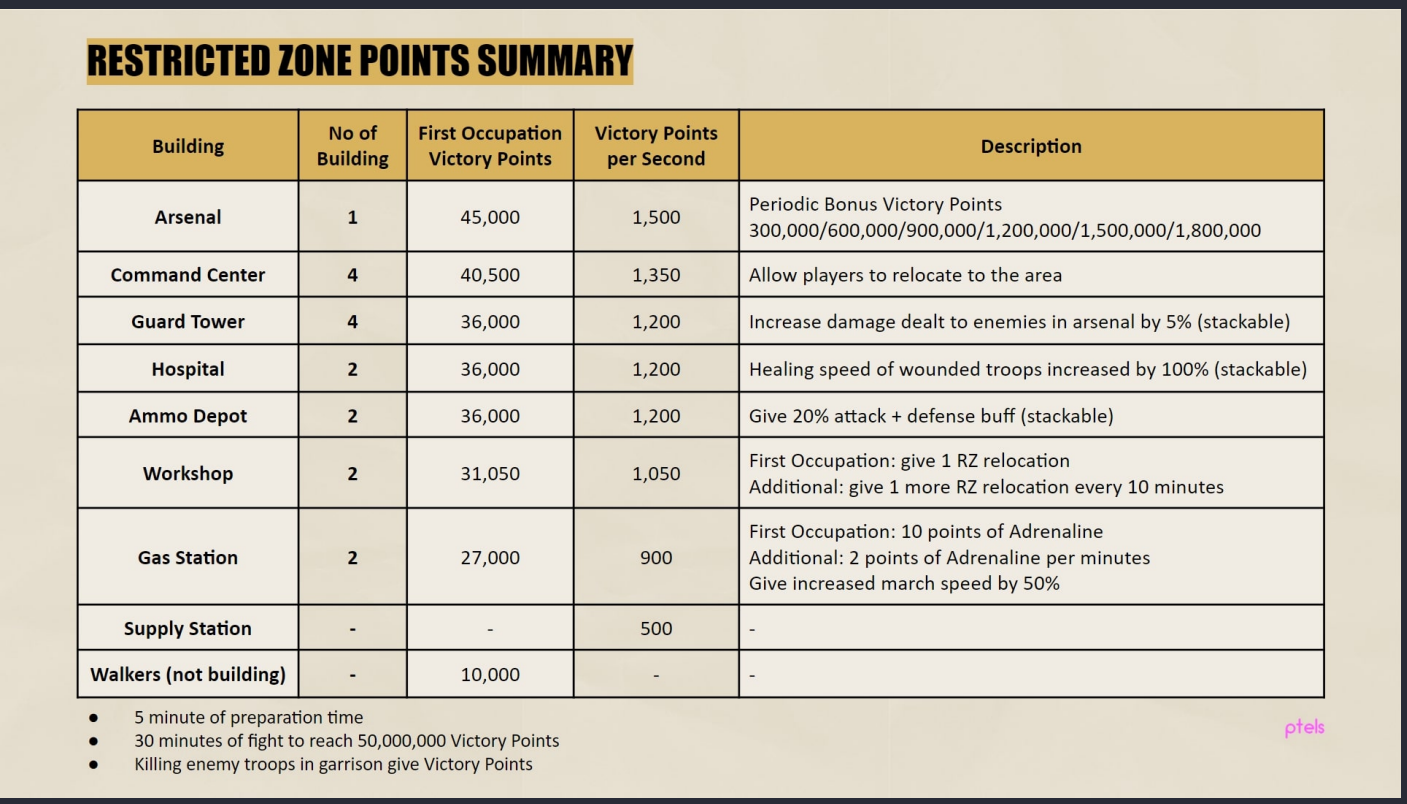
RESTRICTED ZONE POINTS SUMMARY

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RESTRICTED ZONE POINTS SUMMARY

Building	No of Building	First Occupation Victory Points	Victory Points per Second	Description
Arsenal	1	45,000	1,500	Periodic Bonus Victory Points 300,000/600,000/900,000/1,200,000/1,500,000/1,800,000
Command Center	4	40,500	1,350	Allow players to relocate to the area
Guard Tower	4	36,000	1,200	Increase damage dealt to enemies in arsenal by 5% (stackable)
Hospital	2	36,000	1,200	Healing speed of wounded troops increased by 100% (stackable)
Ammo Depot	2	36,000	1,200	Give 20% attack + defense buff (stackable)
Workshop	2	31,050	1,050	First Occupation: give 1 RZ relocation Additional: give 1 more RZ relocation every 10 minutes
Gas Station	2	27,000	900	First Occupation: 10 points of Adrenaline Additional: 2 points of Adrenaline per minutes Give increased march speed by 50%
Supply Station	-	-	500	-
Walkers (not building)	-	10,000	-	-

- 5 minute of preparation time
- 30 minutes of fight to reach 50,000,000 Victory Points
- Killing enemy troops in garrison give Victory Points

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