

RESTRICTED ZONE POINTS SUMMARY

Created by Ptels

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| 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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