

Concept 1

Military Base

Placement Limit: 4

Unlock Cost: 3850 coins

Category: Intermediate

Role: Defense

Detections: Hidden(lvl 3+, ram dmg), flying(artillery), lead(Lvl4+, ram dmg, airstrike)

Stats:

Global Unit Limit: 12(Artillery)

Ability: Airstrike(Lvl 4+, 250\$) - Drops bombs on a selected path location, damaging any enemies within the bombs' explosion radius. A red marker will appear on the location of the path selected, and bombs will drop when the marker is clicked(CD: 45s)

Splash Dmg: 75x6(lvl 4), 125x6(Lvl 5b)

Splash Radius: 5

lvl	Upgrade name	spawns	cost
0	n/a	Humvee 60 HP 45s	450
1	Mechanics	Humvee 60 HP 30s	250
2	Barbed Wire	Humvee 2 100 HP 30s	450
3	Mounted MG	Humvee 3 120 HP 24.04 dps 35s	2250
4	Main Battle Tank	Humvee 3 120 HP 24.04 dps 35s Tank 600 HP 48.08 DPS 50s	10500
5a	Modern Warfare	Humvee 3 120 HP 24.04 dps 35s Tank 600 HP 48.08 DPS 40s Artillery 40 HP 20 DPS 90s	32500
5b	Super Battle Tank	Humvee 3 120 HP 24.04 dps 10s Railgun Tank 2000 HP 185.2 DPS 50s	29500

Humvee: 60 HP, Speed: 8

Humvee 2: 100 HP, Speed: 6

Humvee 3: 120 HP, dmg: 5, firerate: 0.208, range: 35, Spd: 5

Tank: 600 HP, Dmg: 10, Firerate: 0.208, Explosion Dmg: 40, Splash Radius: 6, Splash Firerate: 2, Range: 40, Spd: 5

Artillery: 40 HP, Splash Dmg: 100, Splash Radius: 5, Splash Firerate: 5, Range: 100, Lifetime: 270s(when its 0, it'll ram to an enemy instead), spd: 2

Railgun Tank: 2000 HP, dmg: 20, firerate: 0.108, Splash Dmg: 150, Splash Radius: 8, Splash Firerate: 5, Range: 50, Spd: 3

Concept 2

Military Base

Placement Limit: 5

Unlock Cost: 4000 coins

Category: Intermediate

Role: Defense

Detections: Hidden(lvl 3+, ram dmg), lead(Lvl4a+, ram dmg, airstrike)

Stats:

Unit Limit: 2(Soldier, Soldier 2, Rocketeer)

Ability: Airstrike(Lvl 4a+, 250\$) - Drops bombs on a selected path location, damaging any enemies within the bombs' explosion radius. A red marker will appear on the location of the path selected, and bombs will drop when the marker is clicked(CD: 45s)

Splash Dmg: 75x6(lvl 4a), 125x6(Lvl 5a)

Splash Radius: 5

lvl	Upgrade name	spawns	cost
0	n/a	Humvee 60 HP 45s	400
1	Mechanics	Humvee 60 HP 30s	200
2	Barbed Wire	Humvee 2 100 HP 30s	400
3	Mounted MG	Humvee 3 100 HP 19.23 dps 30s	1750
4a	Main Battle Tank	Tank 500 HP 48.08 DPS 30s	7500
4b	Reinforcements	Humvee 3 100 HP 19.23 dps 30s Soldier 25 HP 19.23 DPS 20s spawns in 2	7000
5a	Battle RailgunTank	Railgun Tank 1750 HP 158.23 DPS 30s	25000
5b	Operations Base	Humvee 4 250 HP 63.29 dps 35s Soldier 2 40 HP 39.06 DPS 20s spawns in 2 Rocketeer 20 HP 20/10 DPS 30s	20000

Humvee: 60 HP, Speed: 8

Humvee 2: 100 HP, Speed: 6

Humvee 3: 120 HP, dmg: 5, firerate: 0.208, range: 30, Spd: 5.5

Tank: 500 HP, Dmg: 10, Firerate: 0.208, Explosion Dmg: 40, Splash Radius: 6, Splash Firerate: 2, Range: 30, Spd: 5.5

Railgun Tank: 1750 HP, dmg: 25, firerate: 0.158, Splash Dmg: 80, Splash Radius: 8, Splash Firerate: 3, Range: 35, Spd: 5

Soldier: 25 HP, dmg: 5, firerate: 0.208, range: 30, Lifetime: 200, spd: 3.5

Soldier 2: 40 HP, Dmg: 5, Firerate: 0.128, Range: 30, Lifetime: 200 spd: 3

Rocketeer: 20 HP, Direct Dmg: 60, Splash Dmg: 30, Splash Radius: 4.5, Firerate: 3,
Range: 55, Lifetime: 200, Spd: 3
Humvee 4: 250 HP, Dmg: 10, Firerate: 0.158, Range: 35, Spd: 5.5