

Specialization Tower

Update 08/15/2024
cost of a tower

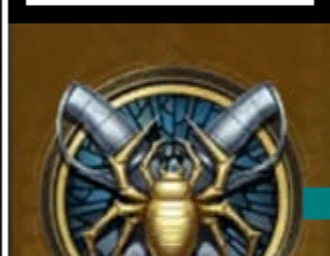


Column I
Total cost
15647*



Training I
100%

1674



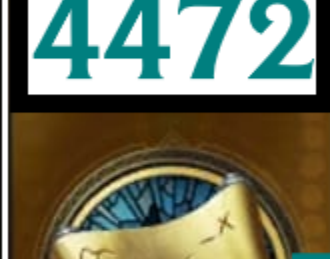
Encounter Battle I
100%

2712



Call of Glory I
100%

4472



Enhanced Tactics I
100%

6789



15647

Might All	3%
Resistance All	3%
HP All	3%
Base Might All	2%
Resistance Unit Countering	9%
Combat Speed All	10

Skill Damage Taken	(-4.5%)
Physical Damage Taken	(-4.5%)
Burning Damage Taken	(-5%)
Marching Speed	5
Combat Speed	10
non-siege	
Might All	5%
Resistance All	5%
Tactical Might All	1%
Tactical Resistance All	1%
HP All	6%

Might Unit Countering	9%
Reign of Chaos	
Might All	3%
Resistance All	3%
HP All	6%
Enter in Battlefield	
Might All	3%
Resistance All	9%
HP All	6%
Rally Join	
Rally Might	1%
Rally Resistance	1%

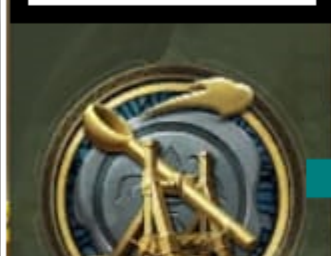
HP All	6%
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%
Non-Siege/Siege Attacks and Defense	
Tactical Might All	3%
Tactical Resistance All	3%
Rally Join	
Might All	2%
Resistance All	2%

Column II
Total cost
26794*



Training II
100%

2633



Siege Skill I
100%

5789



Defensive Skill I
100%

7988



Neat Formation I
100%

10384



26794

Might All	5%
Resistance All	5%
HP All	2%
Base Resistance All	2%
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%

Might Unit Countering	9%
Siege	
Might All	5%
Resistance All	5%
Siege Attacks	
Tactical Might All	2%
Tactical Resistance All	2%
HP All	6%
Damage dealt	5%
Initiating Rally	
Might All	1%
Resistance All	1%

Skill Damage Taken	(-4.5%)
Physical Damage Taken	(-4.5%)
Siege Defense	
Might All	6%
Resistance All	6%
Tactical Might All	5%
Tactical Resistance All	5%
HP All	12%
Reinforcing Allies	
Might All	4%
Resistance All	4%

Might All	3%
Resistance All	3%
Tactical Might All	1%
Tactical Resistance All	1%
HP All	6%
Resistance Unit Countering	9%
All Unit troops equal	
Tactical Resistance All	10%

Column III
Total cost
52191*



Training III
100%

5590



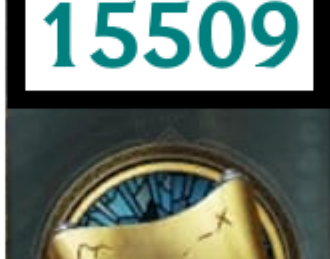
Encounter Battle II
100%

11189



Call of Glory II
100%

15509



Enhanced Tactics II
100%

19903



52191

Might All	6%
Resistance All	6%
HP All	2%
Base Might All	2%
Base HP All	2%
Combat Speed All	10
Might Unit Countering	9%

Marching Speed	5
Combat Speed	10
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%
non-siege	
Might All	8%
Resistance All	8%
Tactical Might All	2%
Tactical Resistance All	2%
Rally Join	
Rally Might	1%
Rally Resistance	1%

Resistance Unit Countering	9%
Reign of Chaos	
Might All	6%
Resistance All	6%
HP All	6%
Enter in Battlefield	
Might All	6%
Resistance All	6%
HP All	6%
Rally Join	
Rally Might	1%
Rally Resistance	1%

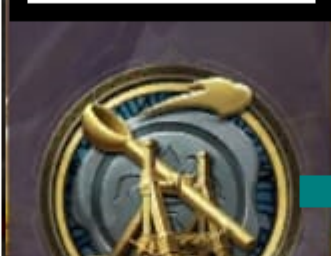
Skill Damage Taken	(-4.5%)
Physical Damage Taken	(-4.5%)
Burning Damage Taken	(-5%)
HP All	6%
Non-Siege/Siege Attacks and Defense	
Tactical Might All	5%
Tactical Resistance All	5%
Initiating Rally	
Might All	1%
Resistance All	1%

Column IV
Total cost
69782*



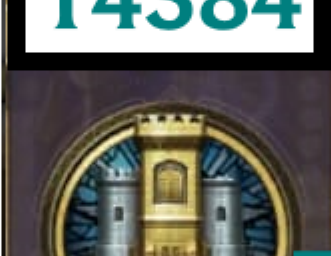
Training IV
100%

9025



Siege Skill II
100%

14384



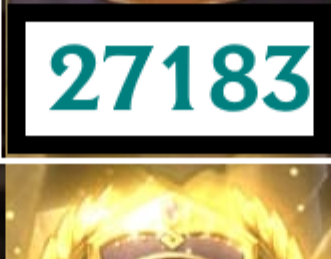
Defensive Skill II
100%

19190



Neat Formation II
100%

27183



69782

Might All	9%
Resistance All	9%
HP All	2%
Cavalry	
Base Resistance	8%
Base HP	2%
Archer	
Base Resistance	2%
Base HP	8%
Skill Damage Taken	(-4.5%)
Footman	
Base Might All	8%
Base Resistance	2%
Training IV 100%	
Physical Damage Taken	(-4.5%)
(Controlling) Damage Taken	(-5%)

Siege	
Might All	8%
Resistance All	8%
Siege Attacks	
Tactical Might All	3%
Tactical Resistance All	3%
HP All	12%
Damage Deal	5%
Initiating Rally	
Might All	2%
Resistance All	2%
Siege Skill II 100%	
Resistance Unit Countering	9%

Siege Defense	
Might All	9%
Resistance All	9%
Tactical Might All	2%
Tactical Resistance All	2%
HP All	12%
Damage Deal	5%
Reinforcing Allies	
Might All	4%
Resistance All	4%
Defensive Skill II 100%	
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%

Might All	6%
Resistance All	6%
Tactical Might All	4%
Tactical Resistance All	4%
HP All	10%
Neat Formation II 100%	
Might Unit Countering	9%
Tactical Might All	10%

Column V
Total cost
71854*



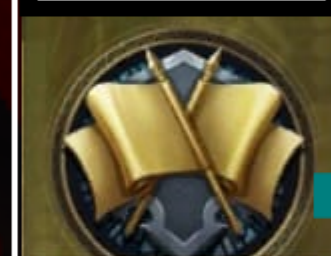
Training V
100%

4431



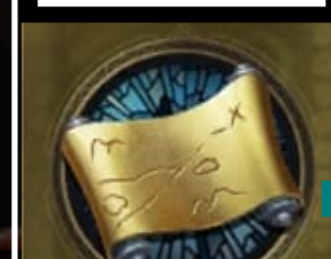
Encounter Battle III
100%

16446



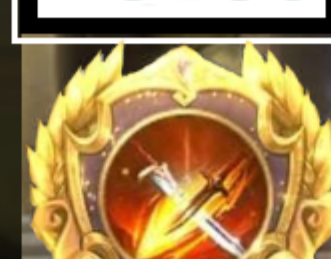
Call of Glory III
100%

22791



Enhanced Tactics III
100%

28186



71854

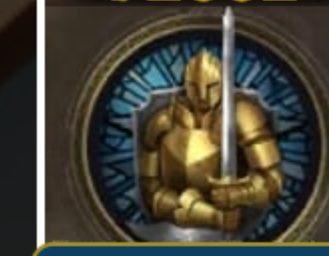
Might All	5%
Resistance All	5%
HP All	2%
Base Might All	2%
Base HP All	2%
Training V 100%	
Resistance Unit Countering	9%
Combat Speed All	10

Marching Speed	5
Combat Speed	10
non-siege	
Might All	8%
Resistance All	8%
HP All	4%
Tactical Might All	2%
Tactical Resistance All	2%
Rally Join	
Rally Might	1%
Rally Resistance	1%
Skill Damage Taken	(-4.5%)
Encounter Battle III 100%	
Physical Damage Taken	(-4.5%)
Burning Damage Taken	(-5%)

Reign of Chaos / Enter in Battlefield	
Might All	6%
Resistance All	6%
HP All	6%
Rally Join	
Rally Might	1%
Rally Resistance	1%
Call of Glory III 100%	
Might Unit Countering	9%

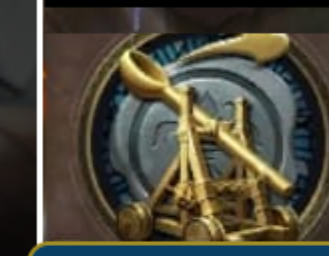
HP All	8%
Non-Siege/Siege Attacks and Defense	
Tactical Might All	5%
Tactical Resistance All	5%
Enhanced Tactics III 100%	
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%

Column VI
Total cost
92662*



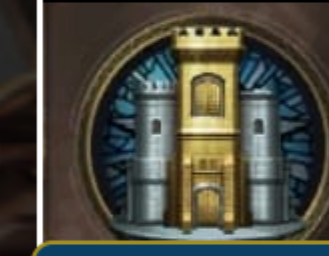
Training VI
100%

8218



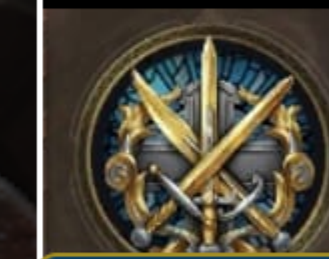
Siege Skill III
100%

15260



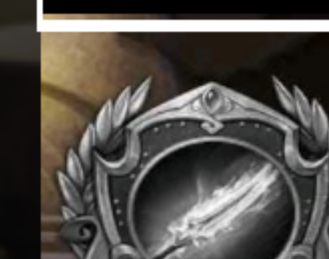
Defensive Skill III
100%

29247



Neat Formation III
100%

39937



92662

Might All	6%
Resistance All	6%
HP All	2%
Base Might All	2%
Base HP All	2%
Training VI 100%	
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%

Siege	
Might All	8%
Resistance All	8%
Siege Attacks	
Tactical Might All	3%
Tactical Resistance All	3%
HP All	12%
Damage Deal	5%
Initiating Rally	
Might All	2%
Resistance All	2%
Siege Skill III 100%	
Might Unit Countering	9%
Resistance, first 2 rounds	50%

Siege Defense	
Might All	9%
Resistance All	9%
Tactical Might All	3%
Tactical Resistance All	3%
HP All	4%
Damage Deal	5%
Reinforcing Allies	
Might All	4%
Resistance All	4%
Defensive Skill II 100%	
Skill Damage dealt	4.5%
Physical Damage dealt	4.5%

Might All	6%
Resistance All	6%
Tactical Might All	4%
Tactical Resistance All	4%
HP All	10%
Neat Formation III 100%	
Resistance Unit Countering	9%
All Unit troops equal:	Tactical Resistance