

# SURVIVOR CARDS

Created by Aeru

Correct as of 4.0.2

## Legendary Survivors

John

### Survivor Card



**John**



**Global buff:** All fighter's health +13% (max)



**1st skill**  
**Big-Boned [Lv.6]**  
**Skill effect:**  
Crew's health +33%  
**Upgrade preview**  
Crew health  
5%/9%/13%/18%/25%/33%



**3rd skill**  
**Breaking Blow [Lv.6]**  
**Skill effect:**  
There is a 60% chance to deal 116% damage to 2 enemy Crews, and there is a 100% chance to put enemy Crew(s) in a Weakened state, dealing -5% damage for 8 turn(s) (effect can be stacked).  
**Upgrade preview**  
Wounded rate  
45%/57%/67%/81%/101%/116%  
Weaken  
-1%/-2%/-2%/-3%/-4%/-5%



**2nd skill**  
**Evasive Maneuvers [Lv.6]**  
**Skill effect:**  
There is a 55% chance to deal 201% damage to 1 enemy Crew, and to let the Survivor's Crew enter an Evasion state, causing the chance of being hit by normal attacks and damaging skills to be -16% for 2 turns.  
**Upgrade preview**  
Wounded rate  
87%/105%/122%/144%/175%/201%  
Evade  
-5%/-7%/-8%/-11%/-14%/-16%



**4th skill**  
**Primal Rage [Lv.6]**  
**Skill effect:**  
In the next turn, there is a 70% chance to trigger 4 Rampage(s), the targeted Crew can vary each time, each Rampage deals 115% damage to 1 enemy Crew, and there is a 27% chance to put them in a Disarmed state, rendering them unable to launch normal attacks for 1 turn(s).  
**Upgrade preview**  
Wounded rate  
41%/53%/65%/78%/100%/115%

**Survivor Chemistry:**  
**The Saviors**



John - Dwight - Negan

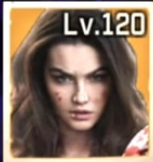
<b>Survivor Type:</b>	Combat
<b>Level 120 stat:</b> (No equipment)	Fighter capacity +4,752
	Crew Attack +78%
	Crew Defense +78%
	Crew Health +78%

Version: 3.12.0 by: Aerugo

Magna

# Survivor Card

## Survivor Chemistry: Magna's Crew



Magna



Global buff: All fighter's health +14.3% (max)

### 1st skill



Born Leader [Lv.6]

Skill effect:

Crew's health +36%

Upgrade preview

Crew health

6%/10%/14%/20%/28%/36%

### 2nd skill



Narrow Escape [Lv.6]

Skill effect:

In each of the first 4 turns of battle, there is a 70% chance to put 3 enemy Crews in a Weakened state, increasing their damage taken by +11% for 8 turn(s), effects can stack.

Upgrade preview

Expose

+3%/+5%/+6%/+8%/+10%/+11%

### 3rd skill



Guiding Light [Lv.6]

Skill effect:

In the first 3 turns of battle, there is a 100% chance to deal 302% damage to 1 enemy Crew, and a 40% chance that your 3 Crews will launch 1 extra normal attack for 1 turn.

Upgrade preview

Wounded rate

118%/147%/176%/212%/263%/302%

### 4th skill



Battle Ready [Lv.6]

Skill effect:

After a normal attack, there is a 75% chance to trigger an Extra Hit, dealing 199% damage to 1 enemy Crew, and put the Survivor's own Crew in a Fortified state, increasing Defense by +21% for 2 turn(s).

Upgrade preview

Wounded rate

71%/92%/112%/137%/173%/199%

Fortify

+5%/+7%/+10%/+12%/+16%/+21%

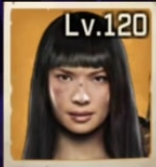
Version: 3.12.0

by: Aerugo

Yumiko

# Survivor Card

Survivor Chemistry:  
Magna's Crew



Yumiko



Global buff: All fighter's health +15.6% (max)

## 1st skill



New Guard [Lv.6]

Skill effect:

Crew's defense +39%

Upgrade preview

Crew defense

6%/11%/16%/22%/30%/39%

## 2nd skill



Bleeding Heart [Lv.6]

Skill effect:

Starting the first turn of the battle, all 3 of your own Crews are in a quadruple Berserk state, increasing damage output by 4 times +11%. The effect diminishes by 25% each turn, until after 4 turns it has completely worn off.

Upgrade preview

Berserk

+3%/+5%/+6%/+7%/+10%/+11%

## 3rd skill



Fiery Fury [Lv.6]

Skill effect:

In the first 3 turns, 290% damage is dealt to 1 enemy Crew in each turn, and all 3 of your Crews enter a Berserk state, increasing damage output by +16% for 1 turn.

Upgrade preview

Wounded rate

124%/155%/185%/223%/276%/290%

Berserk

+5%/+7%/+8%/+12%/+15%/+16%

## 4th skill



Double Arrow [Lv.6]

Skill effect:

In the first 3 turns, there is a 70% chance to trigger an Extra Hit after a normal attack, dealing +484% damage to 2 enemy Crews.

Upgrade preview

Wounded rate

+191%/+245%/+299%/+366%/+461%/+484%

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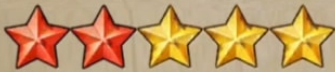
Morgan



# Survivor Card



Morgan



Global buff: All fighter's attack +13% (max)



### 1st skill

Friendly Face [Lv.6]

Skill effect:

Crew's defense +33%

Upgrade preview

Crew defense

5%/9%/13%/18%/25%/33%



### 3rd skill

Father's Love [Lv.6]

Skill effect:

There is a 55% chance to Safeguard another Crew, taking on the damage of basic attacks and active skills instead of them, and to let the Survivor's Crew enter a Shield state, so that damage taken is -6% for 1 turn.

Upgrade preview

Shield

-1%/-2%/-3%/-4%/-5%/-6%



### 2nd skill

Driven Mad [Lv.6]

Skill effect:

In the first 3 turns of the battle, 283% damage is dealt to 1 enemy Crew in each turn, and your Crews will enter an Enraged state, increasing attack by +23% for 1 turn.

Upgrade preview

Wounded rate

123%/148%/172%/203%/246%/283%

Enrage

+7%/+9%/+12%/+15%/+20%/+23%



### 4th skill

Last Gasp [Lv.6]

Skill effect:

When taking damage from normal attacks or active Skills, there is a 45% chance to Retaliate, dealing 86% damage to 1 enemy Crew, and put own Formation's 3 Crews in an Enraged state, increasing attack by +9% for 1 turn.

Upgrade preview

Wounded rate

31%/40%/48%/59%/75%/86%

Enrage

+3%/+4%/+5%/+6%/+8%/+9%

Survivor Chemistry:  
Hometown Heroes



Errant Shane/Shane - Morgan - Militia Rick/Rick

Survivor Type:



Combat

Level 120 stat:

(No equipment)



Fighter capacity +4,752



Crew Attack +65%



Crew Defense +65%



Crew Health +65%

Version: 3.12.0

by: Aerugo

Princess



# Survivor Card

## Survivor Chemistry: Freedom Fighters



### Princess



Global buff: All fighter's defense +15.6% (max)

#### 1st skill



##### Steel City [Lv.6]

###### Skill effect:

Crew's defense +39%

###### Upgrade preview

Crew defense

6%/11%/16%/22%/30%/39%

#### 3rd skill



##### Royal Treatment [Lv.6]

###### Skill effect:

There is a 60% chance to trigger a Rampage 4 time(s) against the enemy, target is redetermined each time. Each Rampage deals 82% damage to 1 enemy Crew and puts it in an Exposed state, increasing their damage taken by +7% for 1 turn(s).

###### Upgrade preview

Wounded rate

32%/39%/47%/57%/71%/82%

Expose

+2%/+3%/+4%/+5%/+6%/+7%

#### 2nd skill



##### LMG Fiend [Lv.6]

###### Skill effect:

There is a 55% chance to deal 271% damage to 1 enemy Crew, and put your 3 Crews in a state of Berserk, increasing damage dealt by +12% for 2 turn(s).

###### Upgrade preview

Wounded rate

118%/141%/165%/194%/236%/271%

Berserk (Sharpshooters)

+3%/+5%/+6%/+8%/+10%/+12%

#### 4th skill



##### City Slicker [Lv.6]

###### Skill effect:

In the next round, there is a 55% chance to deal 202% damage to 3 enemy Crews, and a 27% chance to put them in a Disarmed state, rendering them unable to launch normal attacks for 1 turn.

###### Upgrade preview

Wounded rate

73%/93%/114%/140%/176%/202%

Version: 3.12.0 by: Aerugo

Beta

# Survivor Card

## Survivor Chemistry: The Whisperers



Global buff: All fighter's attack +16.9% (max)

### 1st skill



#### Blind Loyalty [Lv.6]

##### Skill effect:

Crew's health +43%

##### Upgrade preview

Crew health  
7%/12%/17%/23%/33%/43%

### 2nd skill



#### Right-Hand Man [Lv.6]

##### Skill effect:

In the first 2 turns of the battle, 339% damage is dealt to 1 enemy Crew in each turn, and Survivor's own Crew enters a Shield state, halving the damage taken, which lasts for 1 turn(s).

##### Upgrade preview

Wounded rate  
148%/177%/207%/243%/295%/339%

### 3rd skill



#### Retaliatory Strike [Lv.6]

##### Skill effect:

When taking damage from normal attack or active Skills, there is a 45% chance to Retaliate, dealing 120% damage to 1 enemy Crew.

##### Upgrade preview

Wounded rate  
47%/58%/70%/84%/104%/120%

### 4th skill



#### Power Forward [Lv.6]

##### Skill effect:

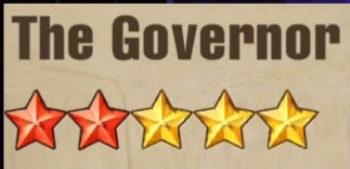
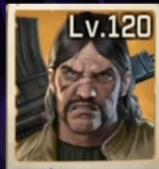
In the next turn, there is a 70% chance to deal 202% damage to 3 random enemy Crews.

##### Upgrade preview

Wounded rate  
73%/94%/114%/140%/176%/202%

## The Governor

# Survivor Card



Global buff: All fighter's health +16.9% (max)



1st skill

Tanked Up [Lv.6]

Skill effect:

March capacity +676 and Crew health +43%

Upgrade preview

March capacity of crew

104/187/270/374/520/676

Crew health

7%/12%/17%/23%/33%/43%



3rd skill

Kill Them All [Lv.6]

Skill effect:

There is a 65% chance to deal 251% damage to an enemy Crew, and put your own Crew(s) in a state of Berserk, increasing damage output by +7% for 8 turn(s) (effect can be stacked).

Upgrade preview

Wounded rate

98%/122%/147%/177%/218%/251%

Berserk

+2%/+3%/+4%/+5%/+6%/+7%

## Survivor Chemistry: Tyrants



Survivor Type: Combat

Level 120 stat: (No equipment)

Fighter capacity +5,428

Crew Attack +91%

Crew Defense +91%

Crew Health +91%



2nd skill

Reign of Terror [Lv.6]

Skill effect:

There is a 80% chance to deal 209% damage to 1 enemy Crew, and to put the Survivor's own Crew in a Shield state, so that damage taken is -22% for 1 turn.

Upgrade preview

Wounded rate

91%/109%/127%/150%/182%/209%

Shield

-7%/-9%/-12%/-15%/-20%/-22%



4th skill

Bottomless Rage [Lv.6]

Skill effect:

There is a 60% chance to launch 3 Rampage(s) against the enemy, for each Rampage the target can vary, each Rampage deals 127% damage to 1 enemy Crew, and there is a 15% chance to put them in a Silent state, rendering them unable to release an active skill for 1 turn.

Upgrade preview

Wounded rate

45%/58%/71%/87%/110%/127%



# Survivor Card

## Survivor Chemistry: Love Triangle

Abraham - Holly - Rosita



### Rosita



Global buff: All fighter's attack +14.4% (max)

#### 1st skill



Lover Scorned [Lv.6]

Skill effect:

Crew's attack +36%

Upgrade preview

Crew attack  
6%/11%/16%/22%/30%/36%

#### 3rd skill



Total Knockout [Lv.6]

Skill effect:

There is a 45% chance to deal 248% damage to 2 enemy Crews.

Upgrade preview

Wounded rate  
104%/129%/155%/186%/231%/248%

#### 2nd skill



Fiery Passion [Lv.6]

Skill effect:

There is a 55% chance to deal 248% damage to 1 enemy Crew, and put the Survivor's own Crew in an Enraged state, increasing attack by +12% for 2 turn(s).

Upgrade preview

Wounded rate  
108%/130%/151%/178%/216%/248%  
Enrage  
+3%/+5%/+6%/+8%/+10%/+12%

#### 4th skill



Fury Flurry [Lv.6]

Skill effect:

In the first 3 turns of battle, 213% damage is dealt to 3 enemy Crews, and there is a 25% chance to put them in a Silent state, rendering them unable to trigger active skills for 1 turn.

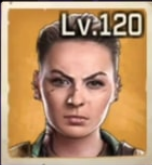
Upgrade preview

Wounded rate  
77%/98%/120%/147%/185%/213%

Laura

# Survivor Card

## Survivor Chemistry: Freedom Fighters



Laura



Global buff: All fighter's attack +13% (max)

Survivor Type: Sharpshooters

Level 120 stat:  
(No equipment)

- Fighter capacity +4,752
- Crew Attack +78%
- Crew Defense +78%
- Crew Health +78%

### 1st skill



Valuable Ally [Lv.6]

Skill effect:

Crew's attack +33%

Upgrade preview

Crew attack  
5%/9%/13%/18%/25%/33%

### 2nd skill



Smart Shot [Lv.6]

Skill effect:

With Sharpshooters in Crew, in the first 3 turns, 190% damage is dealt to 3 enemy Crews.

Upgrade preview

Wounded rate  
83%/99%/116%/136%/165%/190%

### 3rd skill



Rebel's Heart [Lv.6]

Skill effect:

With Sharpshooters in Crew, there is a 80% chance to deal 124% damage to 2 enemy Crews.

Upgrade preview

Wounded rate  
49%/61%/72%/87%/108%/124%

### 4th skill



Laura's Wrath [Lv.6]

Skill effect:

With Sharpshooters in Crew, there is a 60% chance to trigger 6 Rampage(s), the targeted Crew can vary each time, each Rampage deals 90% damage to 1 enemy Crew.

Upgrade preview

Wounded rate  
33%/42%/51%/62%/78%/90%

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Sniper Andrea

# Survivor Card

Survivor Chemistry:

Family Unity



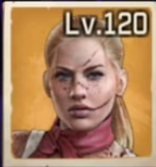
Seasoned  
Rick



Teenager  
Carl



Sniper  
Andrea



Lv.120

## Sniper Andrea



Global buff: **All fighter's attack +15.6% (max)**

### 1st skill



Target Practice [Lv.6]

Skill effect:

March capacity +624 and Crew attack +39%

Upgrade preview

Crew attack

6%/11%/16%/22%/30%/39%

March capacity of crew

96/172/249/345/480/624

### 2nd skill



Deadly Precision [Lv.6]

Skill effect:

There is a 70% chance to deal **224%** damage to 1 enemy Crew, and to put your own Crew in a state of Enrage, increasing the Crew's attack by **+13%** for 8 turn[s].

Upgrade preview

Wounded rate

98%/117%/137%/161%/195%/224%

Enrage

+2%/+4%/+5%/+7%/+10%/+13%

### 3rd skill



With One Shot [Lv.6]

Skill effect:

There is a 70% chance to deal **170%** damage to 2 enemy Crews.

Upgrade preview

Wounded rate

67%/83%/99%/120%/148%/170%

### 4th skill



Every Bullet Counts [Lv.6]

Skill effect:

There is a 75% chance to trigger a Rampage 3 time(s) against the enemy, target is redetermined each time. Each Rampage deals **133%** damage to 1 enemy Crew.

Upgrade preview

Wounded rate

48%/62%/75%/92%/116%/133%

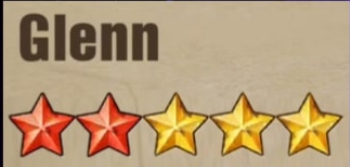
Version: 3.12.0

by: Aerugo



# Survivor Card

## Survivor Chemistry: Prison Recon



Global buff: All fighter's defense +15.6% (max)

Survivor Type:	Combat
Level 120 stat: (No equipment)	Fighter capacity +4,752
	Crew Attack +91%
	Crew Defense +91%
	Crew Health +91%

### 1st skill



Good-Hearted [Lv.6]

Skill effect:  
Crew's defense +39%

Upgrade preview  
Crew defense  
6%/11%/16%/22%/30%/39%

### 2nd skill



Delivery Boy [Lv.6]

Skill effect:  
There is a 55% chance to deal 210% damage to 1 enemy Crew, and put own 3 Crews in a state of Berserk, increasing damage dealt by +11% for 1 turn(s).

Upgrade preview  
Wounded rate  
92%/110%/128%/151%/183%/210%  
Berserk  
+3%/+5%/+6%/+8%/+10%/+11%

### 3rd skill

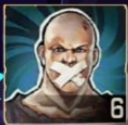


Lovestruck [Lv.6]

Skill effect:  
In the first 3 turns, 223% damage is dealt to 2 enemy Crews in each turn, and 3 Crews in own Formation enter a state of Shield, taking -22% damage for 1 turn.

Upgrade preview  
Wounded rate  
87%/108%/130%/156%/194%/223%  
Shield  
-7%/-9%/-12%/-15%/-20%/-22%

### 4th skill



Splitting Headache [Lv.6]

Skill effect:  
In the next turn, there is a 70% chance to deal 265% damage to 2 enemy Crews, and there is a 27% chance to put them in a Silent stage, rendering them to be unable to release active Skills for 1 turn.

Upgrade preview  
Wounded rate  
95%/122%/149%/183%/230%/265%

Mercer

# Survivor Card

## Survivor Chemistry: Freedom Fighters



Lv.120

## Mercer



Global buff: All fighter's defense +13% (max)



### 1st skill

#### Commonwealth Armor [Lv.6]

**Skill effect:**

Crew's health +36%

**Upgrade preview**

Crew health

6%/10%/14%/20%/28%/36%



### 2nd skill

#### Loyal Protector [Lv.6]

**Skill effect:**

With Sharpshooters in Crew, in the first turn of battle, deal 313% damage to 3 enemy Crews, and remove states of Berserk and Weaken from each of the 3 enemy Crews, and put the Survivor's own Crew in a state of Shield, so that damage taken is -43% for 3 turn(s).

**Upgrade preview**

Wounded rate

136%/163%/191%/225%/272%/313%

Shield

-13%/-19%/-24%/-31%/-40%/-43%



### 3rd skill

#### Iron Shield [Lv.6]

**Skill effect:**

With Sharpshooters in Crew, there is a 60% chance to cause 159% damage to 2 enemy Crews, and put your own Crew into a Fortified state, increasing defense by +35% for 2 turn(s).

**Upgrade preview**

Wounded rate

62%/77%/93%/112%/138%/159%

Fortify

+10%/+14%/+18%/+23%/+30%/+35%



### 4th skill

#### Rebel Risen [Lv.6]

**Skill effect:**

With Sharpshooters in Crew, there is a 60% chance to trigger 4 Rampage(s), the targeted Crew can vary each time, each Rampage deals 95% damage to 1 enemy Crew, and there is a 15% chance to put them in a Disarmed state, rendering them unable to trigger normal attacks for 1 turn.

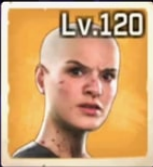
**Upgrade preview**

Wounded rate

34%/44%/54%/66%/83%/95%

# Survivor Card

## Survivor Chemistry: The Whisperers



Alpha



Global buff: All fighter's attack +16.9% (max)



### 1st skill

#### Apex Predator [Lv.6]

**Skill effect:**

Crew's attack +43%

**Upgrade preview**

Crew attack  
7%/12%/17%/23%/33%/43%



### 3rd skill

#### Fear Us [Lv.6]

**Skill effect:**

There is a 65% chance to deal 313% damage to 1 enemy Crew, and there is a 17% chance to put them in a Disarmed state, rendering them unable to trigger normal attacks for 1 turn.

**Upgrade preview**

Wounded rate  
123%/153%/183%/220%/272%/313%



### 2nd skill

#### Hot-Headed [Lv.6]

**Skill effect:**

There is a 60% chance to cause +72% Burning damage to 2 enemy Crews for 2 rounds (dealing damage immediately) , and increase their damage taken from skills by +14% for 1 turns.

**Upgrade preview**

Burning Damage  
+31%/+37%/+44%/+51%/+63%/+72%  
Expose [Skill]  
+4%/+5%/+7%/+9%/+12%/+14%



### 4th skill

#### Mob Mentality [Lv.6]

**Skill effect:**

There is a 55% chance to deal 138% damage to 3 enemy Crews, and the skill damage taken by your 3 Crews is -14% for 1 turn(s).

**Upgrade preview**

Wounded rate  
50%/64%/77%/95%/120%/138%  
Shield [Skill]  
-4%/-5%/-7%/-9%/-12%/-14%



# Survivor Card



Negan



Global buff: All fighter's defense +16.9% (max)



## 1st skill

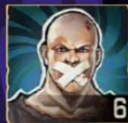
### Power Hitter [Lv.6]

#### Skill effect:

March capacity +676 and Crew attack +43%

#### Upgrade preview

Crew attack  
7%/12%/17%/23%/33%/43%  
March capacity of crew  
104/187/270/374/520/676



## 3rd skill

### Potty Mouth [Lv.6]

#### Skill effect:

There is a 70% chance to deal 163% damage to 2 enemy Crews, and there is a 10% chance to put them in a Silent state, rendering them unable to trigger an active Skill for 1 turn.

#### Upgrade preview

Wounded rate  
64%/79%/95%/114%/142%/163%



## 2nd skill

### Brute Force [Lv.6]

#### Skill effect:

In the first 3 turns of the battle, 361% damage is dealt to 1 random enemy Crew, and 2 of own Formation's Crews will enter a Berserk state, increasing damage by +19% for 2 turns.

#### Upgrade preview

Wounded rate  
157%/189%/220%/259%/314%/361%  
Berserk  
+6%/+8%/+10%/+13%/+17%/+19%



## 4th skill

### Head Banger [Lv.6]

#### Skill effect:

There is a 80% chance to deal 265% damage to 1 enemy Crew, and there is a 15% chance to put them in an Incapacitated state, rendering them unable to move for 1 turn.

#### Upgrade preview

Wounded rate  
95%/122%/149%/183%/230%/265%

## Survivor Chemistry:

### The Saviors

John - Dwight - Negan

### Tyrants

The Governor - Pamela - Negan

## Survivor Type:



Combat

Level 120 stat:  
(No equipment)



Fighter capacity +5,428



Crew Attack +91%



Crew Defense +91%



Crew Health +91%

Version: 3.12.0

by: Aerugo

Militia Rick

# Survivor Card



Lv.120

## Militia Rick



**Global buff:** All fighter's health +14.4% (max)



### 1st skill

Field Commander [Lv.6]

**Skill effect:**

Crew's attack +36%.

**Upgrade preview**

Crew attack

6%/11%/16%/22%/30%/36%



### 3rd skill

Sabotage [Lv.6]

**Skill effect:**

There is a 45% chance to deal 200% damage to 2 enemy Crews, and there is a 17% chance to put them in an Incapacitated state, rendering them unable to act for 1 turn.

**Upgrade preview**

Wounded rate

78%/98%/117%/141%/174%/200%



### 2nd skill

Deafening Blow [Lv.6]

**Skill effect:**

There is a 60% chance to deal 243% damage to 1 enemy Crew, and there is a 23% chance to put them in a Silent state, rendering them unable to trigger active skills for 1 turn.

**Upgrade preview**

Wounded rate

106%/127%/148%/174%/211%/243%



### 4th skill

Art of War [Lv.6]

**Skill effect:**

In the next turn, there is a 60% chance to deal 202% damage to 3 enemy Crews.

**Upgrade preview**

Wounded rate

78%/100%/122%/149%/188%/202%

**Survivor Chemistry:**

**Berserkers**

Errant Shane/Shane + Boyd + Militia Rick/Rick

**Cowboy Posse**

Boyd + Zato + Militia Rick/Rick

**Prison Recon**

Michonne - Glenn - Militia Rick

**Hometown Heroes**

Errant Shane - Morgan - Militia Rick

**Survivor Type:**



Combat

**Level 120 stat:**

(No equipment)



Fighter capacity +4,752



Crew Attack +65%



Crew Defense +65%



Crew Health +65%

Version: 3.12.0

by: Aerugo

Connie

# Survivor Card

## Survivor Chemistry: Magna's Crew



Global buff: All fighter's defense +13% (max)

### 1st skill



Serenity [Lv.6]

Skill effect:  
Crew's attack +36%

Upgrade preview  
Crew attack  
6%/10%/14%/20%/26%/36%

### 2nd skill



Resilience [Lv.6]

Skill effect:  
With Cavalry in Crew, your own Crew enters a state of Berserk (Normal Attacks and Skill Attacks), increasing damage dealt by +44% for 2 turn(s), during turn 1, 3 and 6 of the battle.

Upgrade preview  
Berserk (Normal)  
+13%/+19%/+24%/+31%/+40%/+44%  
Berserk (Skill)  
+13%/+19%/+24%/+31%/+40%/+44%

### 3rd skill



Fatal Charade [Lv.6]

Skill effect:  
With Cavalry in Crew, after a normal attack there is a 75% chance to trigger an Extra Hit, dealing 177% damage to 2 enemy Crew(s)

Upgrade preview  
Wounded rate  
69%/86%/103%/124%/154%/177%

### 4th skill



Silent Killer [Lv.6]

Skill effect:  
With Cavalry in Crew, after a normal attack there is a 75% chance to trigger an Extra Hit, dealing 340% damage to 1 enemy Crew(s)

Upgrade preview  
Wounded rate  
122%/157%/192%/235%/296%/340%

Teenager Carl



# Survivor Card

## Survivor Chemistry:

### Family Unity



Seasoned  
Rick



Teenager  
Carl



Sniper  
Andrea



Lv.120

## Teenager Carl



**Global buff:** All fighter's defense +15.6% (max)

### 1st skill



#### All Grown Up [Lv.6]

**Skill effect:**

March capacity +624 and Crew defense +39%

**Upgrade preview**

Crew defense

6%/11%/16%/22%/30%/39%

March capacity of crew

96/172/249/345/480/624

### 2nd skill



#### Deep Care [Lv.6]

**Skill effect:**

There is a 70% chance to deal 198% damage to 1 enemy Crew, and put your own 2 Crews in a state of Shield (Skill), so that skill damage taken is -11% for 2 turn(s).

**Upgrade preview**

Wounded rate

86%/103%/121%/142%/172%/198%

Shield (Skill)

-3%/-5%/-6%/-8%/-10%/-11%

### 3rd skill



#### Teenage Rage [Lv.6]

**Skill effect:**

There is a 60% chance to deal 154% damage to 2 enemy Crews, and put your own 3 Crews in a state of Berserk, increasing damage dealt by +3.3% for 3 turn(s).

**Upgrade preview**

Wounded rate

60%/75%/90%/108%/134%/154%

Berserk

+1%/+1.5%/+2%/+2.5%/+3%/+3.3%

### 4th skill



#### Young Combatant [Lv.6]

**Skill effect:**

There is a 100% chance to deal 127% damage to 2 enemy Crews, and put your own 3 Crews in a state of Shield, so that damage taken is -6.5% for 1 turn(s).

**Upgrade preview**

Wounded rate

45%/58%/71%/87%/110%/127%

Shield

-2%/-2.5%/-3%/-4%/-6%/-6.5%

Version: 3.12.0

by: Aerugo

Jesus

# Survivor Card



Jesus



Global buff: All fighter's attack +15.6% (max)



## 1st skill

### Mercy's Might [Lv.6]

#### Skill effect:

In each of the first 2 turns of battle, all 3 Crews in your own Formation enter a state of Vigilance, making them immune to the effects of the states of Incapacitate, Silence, and Disarm, and also the Survivor's own Crew is put in a Fortified state, increasing defense by +35% for 8 turn[s].

#### Upgrade preview

##### Fortify

+6%/+11%/+16%/+22%/+30%/+35%



## 3rd skill

### One-Two Punch [Lv.6]

#### Skill effect:

After a normal attack, there is a 70% chance to trigger an Extra Hit, dealing 154% damage to 2 enemy Crews, and putting them in a Maim state, attack -15% for 2 turns.

#### Upgrade preview

##### Wounded rate

60%/75%/90%/108%/134%/154%

##### Maim

-4%/-6%/-7%/-9%/-13%/-15%



## 2nd skill

### Watchful Eye [Lv.6]

#### Skill effect:

There is a 60% chance to deal 166% damage to 1 enemy Crew, and put all 3 Crews in your own Formation in a state of Vigilance, making them immune to the effects of the states of Incapacitate, Silence, and Disarm for 1 turn, and also all 3 Crews in your own Formation are put in an Enraged state, increasing attack by +26% for 1 turn[s].

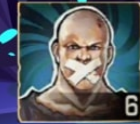
#### Upgrade preview

##### Wounded rate

72%/87%/101%/119%/144%/166%

##### Enrage

+8%/+11%/+14%/+18%/+23%/+26%



## 4th skill

### Jawbreaker [Lv.6]

#### Skill effect:

There is a 60% chance to deal 184% damage to 2 enemy Crews, and there is a 15% chance to put them in a Silent state, rendering them unable to release active skills for 1 turn.

#### Upgrade preview

##### Wounded rate

66%/85%/104%/128%/160%/184%

Survivor Chemistry:  
Elite Warriors



Survivor Type: Combat

Level 120 stat:  
(No equipment)

- Fighter capacity +4,752
- Crew Attack +91%
- Crew Defense +91%
- Crew Health +91%

Version: 3.12.0 by: Aerugo

Seasoned Rick



# Survivor Card

Survivor Chemistry:

Family Unity



Seasoned  
Rick



Teenager  
Carl



Sniper  
Andrea



Lv.120

## Seasoned Rick



Global buff: **All fighter's health +16.9% (max)**

### 1st skill



Legend's Charisma [Lv.6]

Skill effect:

March capacity +676 and Crew Health +43%

Upgrade preview

Crew health

7%/12%/17%/23%/33%/43%

March capacity of crew

104/187/270/374/520/676

### 2nd skill



Unyielding [Lv.6]

Skill effect:

In each of the first 2 turns of battle, your own 3 Crews enter a state of Shield, so that damage taken is -11%, and your own 3 Crews enter a [Skill] Shield state, so that skill damage taken is -16% for 4 turn[s].

Upgrade preview

Shield

-3%/-4%/-5%/-7%/-10%/-11%

Shield [Skill]

-5%/-7%/-8%/-12%/-15%/-16%

### 3rd skill



Element Of Surprise [Lv.6]

Skill effect:

There is a 80% chance to deal 202% damage to 2 enemy Crews.

Upgrade preview

Wounded rate

78%/98%/118%/142%/176%/202%

### 4th skill



For The Family [Lv.6]

Skill effect:

There is a 80% chance to deal 276% damage to 1 enemy Crew, and to put the Survivor's own Crew in a Shield state, so that damage taken is -16% for 1 turn[s].

Upgrade preview

Wounded rate

99%/127%/155%/190%/240%/276%

Shield

-5%/-7%/-8%/-11%/-15%/-16%

Version: 3.12.0

by: Aerugo

Michonne



# Survivor Card

## Survivor Chemistry:

**Prison Recon**  
Michonne - Glenn - Militia Rick  
**Elite Warriors**  
Michonne - Jesus - Ezekiel



Lv.120

# Michonne



**Global buff:** All fighter's health +15.6% (max)

### 1st skill



Unshakeable [Lv.6]

**Skill effect:**

Crew's health +39%

**Upgrade preview**

Crew health

6%/11%/16%/22%/30%/39%

### 3rd skill



Overruled [Lv.6]

**Skill effect:**

In the first 3 turns, 371% damage is dealt to 1 enemy Crew, and there is a 30% chance that they enter a Silent state, rendering them unable to release active Skills for 1 turn.

**Upgrade preview**

Wounded rate

145%/181%/216%/261%/323%/371%

### 2nd skill



Double-Edged [Lv.6]

**Skill effect:**

When taking damage from normal attacks and active Skills, there is a 80% chance of Retaliation, dealing 48% damage to 1 enemy Crew, and remove the states of Berserk and Weaken from the enemy, and the Survivor's own Crew takes -9% damage from normal attacks for 1 turn.

**Upgrade preview**

Wounded rate

21%/25%/29%/35%/42%/48%

Shield (Normal)

-3%/-4%/-5%/-6%/-8%/-9%

### 4th skill



Hack & Slash [Lv.6]

**Skill effect:**

There is a 70% chance to deal 115% damage to 3 enemy Crews, and put your own 3 Crews in a state of Berserk (Skill), increasing skill damage dealt by +3.3% for 2 turn(s).

**Upgrade preview**

Wounded rate

41%/53%/65%/80%/100%/115%

Berserk (Skill)

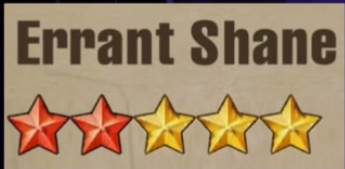
+1%/+1.5%/+2%/+2.5%/+3%/+3.3%

Version: 3.12.0

by: Aerugo

Errant Shane

# Survivor Card



Global buff: All fighter's defense +13.7% (max)

## 1st skill



Bundled Up [Lv.6]

Skill effect:  
Crew's health +35%.

Upgrade preview  
Crew health  
6%/10%/14%/20%/26%/35%

## 2nd skill



Self-Defense [Lv.6]

Skill effect:  
There is a 60% chance to deal 92% damage to 1 enemy Crew, and to put the Survivor's own Crew in a Shield state, so that damage taken is -18% for 2 turn(s).

Upgrade preview  
Wounded rate  
40%/47%/55%/65%/80%/92%  
Shield  
-5%/-7%/-10%/-13%/-17%/-18%

## 3rd skill



Bitter Rage [Lv.6]

Skill effect:  
There is a 60% chance to deal 234% damage to 1 enemy Crew, putting them in a Ruined state, their defense -20% for 2 turn(s).

Upgrade preview  
Wounded rate  
95%/119%/142%/171%/211%/234%  
Ruin  
-5%/-8%/-10%/-13%/-17%/-20%

## 4th skill



Silent Partner [Lv.6]

Skill effect:  
There is a 45% chance to deal 192% damage to 2 enemy Crews, and there is a 20% chance that they enter a Silent state, rendering them unable to release active skills for 1 turn.

Upgrade preview  
Wounded rate  
71%/92%/112%/137%/173%/192%

Survivor Chemistry: **Berserkers**  
Errant Shane/Shane + Boyd + Militia Rick/Rick  
**Hometown Heroes**  
Errant Shane - Morgan - Militia Rick  
**Straight Shooters**  
Boyd + Zake + Militia Rick/mick

Survivor Type:	✕ Combat
Level 120 stat: (No equipment)	👤 Fighter capacity +4,752
	🔨 Crew Attack +65%
	🛡️ Crew Defense +65%
	👥 Crew Health +65%

# Survivor Card

Survivor Chemistry:  
Love Triangle



Abraham



Global buff: All fighter's attack +14.4% (max)

### 1st skill



Esprit De Corps [Lv.6]

Skill effect:

Crew's health +36%

Upgrade preview

Crew health

6%/11%/16%/22%/30%/36%

### 2nd skill



Drill Sergeant [Lv.6]

Skill effect:

There is a 45% chance to deal 145% damage to 2 enemy Crews, and to put the Survivor's own Crew in a Fortified state, increasing defense by +14% for 2 turn(s).

Upgrade preview

Wounded rate

67%/81%/94%/111%/135%/145%

Fortify

+4%/+5%/+7%/+9%/+12%/+14%

### 3rd skill



Warpath [Lv.6]

Skill effect:

There is a 60% chance to deal 225% damage to 1 enemy Crew, and to put the Survivor's own Crew in a Fortified state, increasing defense by +21% for 1 turn(s).

Upgrade preview

Wounded rate

88%/110%/131%/158%/196%/225%

Fortify

+6%/+9%/+11%/+14%/+18%/+21%

### 4th skill



Shock and Awe [Lv.6]

Skill effect:

In the first 2 turns of battle, 259% damage is dealt to 3 enemy Crews each round, and there is a 25% chance to put them in a Silent state, rendering them unable to trigger active skills for 1 turn.

Upgrade preview

Wounded rate

93%/120%/146%/179%/225%/259%

Version: 3.12.0

by: Aerugo

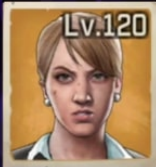
Pamela



# Survivor Card

## Survivor Chemistry: Tyrants

The Governor - Pamela - Negan



### Pamela



Global buff: **All fighter's defense +16.9% (max)**

#### 1st skill



##### Holding Up [Lv.6]

###### Skill effect:

In each of the first 4 turns of battle, the Survivor's own Crew enters a state of Vigilance, and becomes immune to the effects of the states of Incapacitate, Silence, and Disarm, and also puts the Survivor's own Crew in a Fortified state, increasing defense by **+58%** for 8 turn(s).

###### Upgrade preview

###### Fortify

+10%/+18%/+26%/+36%/+50%/+58%

#### 3rd skill



##### Solid Shield [Lv.6]

###### Skill effect:

With Sharpshooters in the Crew, in the first 3 turns of battle, **242%** damage is dealt to 2 enemy Crews each round, and your own 3 Crews are put in an Evasion state, causing the chance of being hit by normal attacks and damage skills to be **-23%** for 1 turn(s).

###### Upgrade preview

###### Wounded rate

94%/117%/141%/169%/210%/242%

###### Evade

-7%/-9%/-12%/-15%/-20%/-23%

#### 2nd skill



##### Who Laughs Last [Lv.6]

###### Skill effect:

With Sharpshooters in the Crew, there is a 60% chance to deal **230%** damage to 1 enemy Crew, and to remove 1 debuff from each of your own 3 Crews (including Incapacitate, Silent, Disarm, and Burning state), and put your own 3 Crews in a state of Berserk, increasing damage dealt by **+14%** for 1 turn(s).

###### Upgrade preview

###### Wounded rate

100%/120%/140%/165%/200%/230%

###### Berserk

+4%/+6%/+8%/+9%/+13%/+14%

#### 4th skill



##### Practice Makes Perfect [Lv.6]

###### Skill effect:

With Sharpshooters in the Crew, there is a 65% chance to trigger a Rampage 3 time(s) against the enemy, target is redetermined each time. Each Rampage deals **101%** damage to 1 enemy Crew, and there is a 14% chance to put them in a Silent state, rendering them unable to trigger active skills for 1 turn.

###### Upgrade preview

###### Wounded rate

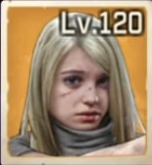
36%/47%/57%/70%/88%/101%

Version: 3.12.0

by: Aerugo

# Survivor Card

## Survivor Chemistry: The Whisperers



Lydia



Global buff: **All fighter's defense +13% (max)**

### 1st skill



#### Mother's Keeper [Lv.6]

**Skill effect:**

Crew's defense +33%

**Upgrade preview**

Crew defense

5%/9%/13%/18%/25%/33%

### 3rd skill



#### Animal Instinct [Lv.6]

**Skill effect:**

In the first 2 turns, **426%** damage is dealt to 1 enemy Crew in each turn, and 2 Crews of your own Formation take **-11%** damage during 1 turn.

**Upgrade preview**

Wounded rate

166%/207%/248%/299%/370%/426%

Shield

-3%/-4%/-6%/-7%/-10%/-11%

### 2nd skill



#### Family Values [Lv.6]

**Skill effect:**

There is a 70% chance to deal **173%** damage to 1 enemy Crew, and put all 3 Crews in your Formation in a state of Shield, taking **-14%** damage for 1 turn.

**Upgrade preview**

Wounded rate

75%/90%/105%/124%/150%/173%

Shield

-5%/-6%/-8%/-10%/-13%/-14%

### 4th skill



#### Subjugation [Lv.6]

**Skill effect:**

There is a 60% chance to deal **132%** damage to 2 enemy Crews, and there is a 15% chance to put them in a Disarmed state, rendering them unable to trigger normal attacks for 1 turn[s].

**Upgrade preview**

Wounded rate

48%/61%/75%/92%/115%/132%

Version: 3.12.0

by: Aerugo

Dwight



# Survivor Card

## Survivor Chemistry: The Savors



### Dwight



**Global buff:** All fighter's defense +14.3% (max)

#### 1st skill



True Grit [Lv.6]

**Skill effect:**

Crew's defense +36%

**Upgrade preview**

Crew defense

6%/10%/14%/20%/28%/36%

#### 2nd skill



Rough Rider [Lv.6]

**Skill effect:**

There is a 65% chance to deal **248%** damage to 1 enemy Crew, and let your Formation's 3 Crews take **-8%** damage from Cavalry for 2 turns.

**Upgrade preview**

Wounded rate

108%/130%/151%/178%/216%/248%

Shield (Against Cavalry)

-3%/-3%/-5%/-5%/-7%/-8%

#### 3rd skill



Crossbow Crack [Lv.6]

**Skill effect:**

There is a 60% chance to deal **104%** damage to 3 enemy Crews, and put 1 enemy Crew in a Weakened state, dealing **-16%** damage for 1 turn(s).

**Upgrade preview**

Wounded rate

40%/50%/60%/73%/90%/104%

Weaken

-5%/-7%/-8%/-12%/-15%/-16%

#### 4th skill



Boiling Point [Lv.6]

**Skill effect:**

In the first 2 turns, in each round 5 Rampages are triggered, the targeted Crew can vary each time, each Rampage deals **148%** damage to 1 Crew, and there is a 40% chance to put them in a Disarmed status, rendering them unable to launch normal attacks for 1 turn(s).

**Upgrade preview**

Wounded rate

54%/69%/84%/103%/129%/148%

Version: 3.12.0 by: Aerugo

Holly



# Survivor Card

## Survivor Chemistry: Love Triangle



Holly



Global buff: All fighter's health +13% (max)

### Survivor Type:

Melee Fighters

Level 120 stat:  
(No equipment)

- Fighter capacity +4,752
- Crew Attack +65%
- Crew Defense +65%
- Crew Health +65%

### 1st skill



#### Construction Crew [Lv.6]

##### Skill effect:

Crew's health +33%

##### Upgrade preview

Crew defense  
5%/9%/13%/18%/25%/33%

### 2nd skill



#### Honeymoon Phase [Lv.6]

##### Skill effect:

With Melee Fighters in the Crew, there is a 55% chance to deal **247%** damage to 1 enemy Crew, and your 3 Crews take **-8%** damage from Sharpshooters for 2 turns.

##### Upgrade preview

Wounded rate  
108%/128%/151%/177%/215%/247%

Shield (Against Sharpshooters)  
-3%/-4%/-5%/-6%/-7%/-8%

### 3rd skill



#### Bite Back [Lv.6]

##### Skill effect:

With Melee Fighters in the Crew, there is a 65% chance to Safeguard another Crew, taking on the damage of basic attacks and active skills instead of them, and to let the Survivor's Crew enter a Shield state, so that damage taken is **-7%** for 1 turn.

##### Upgrade preview

Shield  
-2%/-3%/-4%/-5%/-6%/-7%

### 4th skill



#### Thick Skin [Lv.6]

##### Skill effect:

When taking damage from normal attacks or active skills with Melee Fighters in the Crew, there is a 45% chance to Retaliate, dealing **75%** damage to 1 enemy Crew, and put 3 enemy Crews in a Maim state, attack **-7%** for 1 turn.

##### Upgrade preview

Wounded rate  
27%/35%/42%/52%/65%/75%

Maim  
-2%/-3%/-4%/-5%/-6%/-7%

Version: 3.12.0 by: Aerugo

# Survivor Card

## Survivor Chemistry: Elite Warriors

Michonne - Jesus - Ezekiel



### Ezekiel



Global buff: **All fighter's attack +26% (max)**

#### 1st skill



##### Royal Flush [Lv.6]

**Skill effect:**  
There is a 70% chance to deal **315%** damage to 1 enemy Crew, and put your own Crew in a state of Berserk, increasing damage output by **+15%** for 1 turn(s).

##### Upgrade preview

Wounded rate  
165%/192%/219%/247%/274%/**315%**  
Berserk  
**+5%/+7%/+9%/+11%/+14%/+15%**

#### 3rd skill



##### Kingdom Come [Lv.6]

**Skill effect:**  
There is a 80% chance to deal **202%** damage to 2 enemy Crews, and put your own Crew in a state of Berserk, increasing damage dealt by **+12%** for 1 turn(s).

##### Upgrade preview

Wounded rate  
106%/123%/141%/159%/176%/**202%**  
Berserk  
**+4%/+5%/+6%/+8%/+11%/+12%**

#### 2nd skill



##### Cat's Meow [Lv.6]

**Skill effect:**  
In the first 3 turns of the battle, **266%** damage is dealt to 3 enemy Crews, and there is a 25% chance that they enter a Silent state, rendering them unable to use an active Skill for 1 turn.

##### Upgrade preview

Wounded rate  
**139%/162%/185%/208%/231%/266%**

#### 4th skill



##### Crown Privilege [Lv.6]

**Skill effect:**  
Formation's limit is increased by **3250**, combat speed **+6**, Crew's attack and defense **+33%**.

##### Upgrade preview

March capacity of crew  
500/900/1300/1800/2500/**3250**  
Crew attack  
**5%/9%/13%/18%/25%/33%**  
Crew defense  
**5%/9%/13%/18%/25%/33%**  
Crew combat speed  
**1/2/3/4/5/6**

Version: 3.12.0 by: Aerugo

## Ruthless Negan

# Survivor Card



Global buff: **All fighter's attack +16.9% (max)**



## 1st skill

### Cunning [Lv.6]

#### Skill effect:

March capacity +780 and Crew attack +47%

#### Upgrade preview

##### Crew attack

7%/13%/19%/26%/36%/47%

##### March capacity of crew

120/216/312/432/600/780



## 3rd skill

### Morale Blow [Lv.6]

#### Skill effect:

With Sharpshooters in the Crew, there is a 70% chance to deal **179%** damage to 2 enemy Crews, and a 50% chance that your own Crew enters a state of Vigilance, making it immune to the effects of Incapacitate, Silence and Disarm for 1 turn(s).

#### Upgrade preview

##### Wounded rate

70%/88%/105%/126%/156%/179%



## 2nd skill

### Gut Instincts [Lv.6]

#### Skill effect:

With Sharpshooters in the Crew, in the first 3 turns of the battle, **152%** damage is dealt to 3 enemy Crews, and your own Crew enters a state of Berserk, increasing its damage output by **+19%** for 2 turn(s).

#### Upgrade preview

##### Wounded rate

66%/79%/92%/109%/132%/152%

##### Berserk

+6%/+8%/+10%/+13%/+17%/+19%



## 4th skill

### Ruthless Rampage [Lv.6]

#### Skill effect:

With Sharpshooters in the Crew, there is a 80% chance to trigger a Rampage 4 time(s) against the enemy, target is redetermined each time. Each Rampage deals **115%** damage to 1 enemy Crew.

#### Upgrade preview

##### Wounded rate

42%/54%/65%/80%/100%/115%

## Survivor Chemistry:

**The Saviors**

John - Dwight - Ruthless Negan

**Tyrants**

The Governor - Pamela - Ruthless Negan

## Survivor Type:



Sharpshooters

## Level 120 stat:

(No equipment)



Fighter capacity +5,532



Crew Attack +91%



Crew Defense +91%



Crew Health +91%

Version: 4.0.2

by: Aerugo

# Epic Survivors

Shane



# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



Global buff: **All fighter's health +9.3% [max]**



## 1st skill

Unhand [Lv.6]

### Skill effect:

There is a 45% chance of dealing **171%** damage to 1 random enemy crew and lower their defense (-15%) for 1 turns

### Upgrade preview

#### Wounded rate

75%/89%/105%/123%/149%/171%



## 3rd skill

Upper Hand [Lv.6]

### Skill effect:

There is a 45% chance of dealing **169%** damage to 2 random enemy crews and a chance to silence them (can't trigger skills) for 1 turns

### Upgrade preview

#### Wounded rate

61%/78%/95%/117%/147%/169%



## 2nd skill

Resilient [Lv.6]

### Skill effect:

There is a 60% chance that any crew in formation absorbs damage, taking **-14%** damage for 2 turns

### Upgrade preview

#### Effect intensity

-5%/-6%/-8%/-10%/-13%/-14%



## 4th skill

Bloody Rage [Lv.6]

### Skill effect:

Crew attack +23%

### Upgrade preview

#### Crew attack

4%/6%/9%/13%/18%/23%

## Survivor Chemistry:

### Berserkers

Errant Shane/Shane - Boyd - Millia Rick/Rick

## Hometown Heroes

### Straight Shooters

Errant Shane/Shane - Zeko - Jared

## Troop Type:



Combat

Combat: can use Melee, Sharpshooter, and Cavalry

Level 120 stat:  
(No equipment)



Fighter capacity +3,326



Crew Attack +43.48%



Crew Defense +47.83%



Crew Health +47.83%

THE WALKING  
**DEAD**  
SURVIVORS

Version: 3.12.0

by: Aerugo

Jared

# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



Global buff: **Attack when sieging +9.3% [max]**



## 1st skill

### Weakening Enemies [Lv.6]

#### Skill effect:

There is a 45% chance of dealing **102%** damage to 2 random enemy crews and weaken them, dealing **-9%** damage for 1 turns

#### Upgrade preview

##### Wounded rate

45%/54%/63%/74%/89%/102%



## 3rd skill

### Vulnerability [Lv.6]

#### Skill effect:

There is a 60% chance to weaken an enemy crew, dealing **+14%** extra damage for 2 turns

#### Upgrade preview

##### Effect intensity

+5%/+6%/+8%/+10%/+13%/+14%



## 2nd skill

### Ambush [Lv.6]

#### Skill effect:

There is a 60% chance of dealing **116%** damage to 2 random enemy crews

#### Upgrade preview

##### Wounded rate

45%/57%/67%/81%/101%/116%



## 4th skill

### No Retreat [Lv.6]

#### Skill effect:

When sieging, crew attack **+18%** and defense **+18%**

#### Upgrade preview

When sieging, attack of all fighters

3%/5%/7%/10%/14%/18%

## Survivor Chemistry: Straight Shooters



Errant Shane/Shane - Zeke - Jared

### Troop Type:



Combat

Combat: can use Melee, Sharpshooter, and Cavalry

Level 120 stat:  
(No equipment)



Fighter capacity +3,326



Crew Attack +38.3%



Crew Defense +57.03%



Crew Health +55.95%

THE WALKING  
**DEAD**  
SURVIVORS

Version: 3.12.0

by: Aerugo

Billy



# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



Global buff: **All fighter's attack +9.3% [max]**

## 1st skill



### Berserker [Lv.6]

#### Skill effect:

In the next turn, there is a 45% chance of dealing **167%** damage to 2 random enemy units

#### Upgrade preview

##### Wounded rate

73%/87%/102%/120%/145%/167%

## 3rd skill



### Incapacitate [Lv.6]

#### Skill effect:

There is a 45% chance of dealing **162%** damage to 2 random enemy crews and a chance to stun them for 1 turns

#### Upgrade preview

##### Wounded rate

58%/75%/91%/112%/141%/162%

## 2nd skill



### Messed With The Wrong One [Lv.6]

#### Skill effect:

There is a 60% chance that any crew in formation deals **+14%** extra damage for 2 turns

#### Upgrade preview

##### Effect intensity

+5%/+6%/+8%/+10%/+13%/+14%

## 4th skill



### Entrenched [Lv.6]

#### Skill effect:

Crew defense **+23%**

#### Upgrade preview

##### Crew defense

4%/6%/9%/13%/18%/23%

## Survivor Chemistry:

### Cowboy Posse



Billy - Zeke - Rick / Militia Rick

## Troop Type:



Combat

Combat: can use Melee, Sharpshooter, and Cavalry

Level 120 stat:  
(No equipment)



Fighter capacity +3,326



Crew Attack +45.43%



Crew Defense +46.1%



Crew Health +48.15%

THE WALKING  
**DEAD**  
SURVIVORS

Version: 3.12.0

by: Aerugo

Zeke



# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



Global buff: **Cavalry fighter's attack +9.3% [max]**



## 1st skill

### Assault Rage [Lv.6]

#### Skill effect:

There's a 45% chance of dealing **215%** attack damage to 1 enemy crew

#### Upgrade preview

Wounded rate  
93%/112%/131%/154%/187%/**215%**



## 3rd skill

### Tricking The Enemy [Lv.6]

#### Skill effect:

In the next turn, there is a 45% chance of dealing **352%** attack damage to 1 enemy crew and a chance of disarming them (can't trigger normal attack) for 1 turns

#### Upgrade preview

Wounded rate  
127%/162%/198%/243%/306%/**352%**



## 2nd skill

### Weakening Strike [Lv.6]

#### Skill effect:

There's a 60% chance of weakening the enemy, dealing **-14%** damage for 2 turns

#### Upgrade preview

Effect intensity  
-5%/-6%/-8%/-10%/-13%/-**14%**



## 4th skill

### Strong as a Horse [Lv.6]

#### Skill effect:

Crew's Health **+25%**

#### Upgrade preview

Crew health  
4%/7%/10%/14%/19%/**25%**

Survivor Chemistry: **Cowboy Posse**  
Billy - Zeke - Rick / **Miffie Rick**  
**Straight Shooters**  
Erant Shane / **Shane** - Zeke - Jared

## Troop Type:



**Combat**

Combat: **can use** Melee, Sharpshooter, and Cavalry

Level 120 stat:  
(No equipment)



Fighter capacity +3,326



Crew Attack +48.2%



Crew Defense +43.1%



Crew Health +43.33%

THE WALKING  
**DEAD**  
SURVIVORS

Version: 3.12.0

by: **Aerugo**

Rick

# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



**Rick**



Global buff: **EXP from defeating walkers on map +106% [max]**

## Survivor Chemistry:

### Prison Recon

Michonne - Glenn - Millie Rick/Rick

### Berserkers

Errant Shane/Shane - Boyd - Rick/Millie Rick

### Hometown Heroes

Errant Shane / Shane - Morgan - Rick/Millie Rick

### Cowboy Posse

Billy - Zee - Rick / Millie Rick

## Troop Type:



**Combat**

Combat: **can use** Melee, Sharpshooter, and Cavalry

Level 120 stat:  
(No equipment)



Fighter capacity +3,326



Crew Attack +43.7%



Crew Defense +48.3%



Crew Health +48.8%

## 1st skill



### Upper Hand [Lv.6]

#### Skill effect:

There is a 60% chance of dealing **177%** damage to a random enemy crew

#### Upgrade preview

##### Wounded rate

77%/93%/108%/127%/154%/177%

## 2nd skill



### Ambush [Lv.6]

#### Skill effect:

There is a 45% chance of dealing **255%** damage to a random enemy crew and a chance to stun them for 1 turn

#### Upgrade preview

##### Wounded rate

99%/124%/149%/179%/222%/255%

## 3rd skill



### Element Of Surprise [Lv.6]

#### Skill effect:

In the next turn, there is a 60% chance of dealing **193%** damage to 2 random enemy crews

#### Upgrade preview

##### Wounded rate

68%/89%/109%/134%/168%/193%

## 4th skill



### Swift Walker Elimination [Lv.6]

#### Skill effect:

When fighting Walkers, attack increases by **23%** and march speed by **46%**

#### Upgrade preview

##### All fighters' attack increase vs. Walkers (map)

4%/6%/9%/13%/18%/23%

##### March speed when attacking Walkers

7%/13%/18%/25%/35%/46%

THE WALKING  
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SURVIVORS

Version: 3.12.0

by: Aerugo

Boyd



# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



## Boyd



Global buff: **Defense when defending Town +9.3% [max]**

Survivor Chemistry:  
**Berserkers**

Errant Shane/Shane - Boyd - Militia Rick/Rick

Troop Type: **Combat** Combat: can use Melee, Sharpshooter, and Cavalry

Level 120 stat:  
(No equipment)

	Fighter capacity +3,326
	Crew Attack +40.73%
	Crew Defense +53.33%
	Crew Health +51.28%

### 1st skill



Element Of Surprise [Lv.6]

Skill effect:

During the first 2 turns, **138%** bonus attack damage is dealt to all enemy crews.

Upgrade preview

Wounded rate

60%/72%/84%/99%/120%/138%

### 2nd skill



Ambush [Lv.6]

Skill effect:

There is a 75% chance of dealing **139%** damage to a random enemy crew

Upgrade preview

Wounded rate

55%/68%/81%/97%/121%/139%

### 3rd skill



Resilient [Lv.6]

Skill effect:

There is a 60% chance your crew enters sticky state (absorb damage): damage **-19%** for 2 turns

Upgrade preview

Effect intensity

-6%/-7%/-10%/-13%/-17%/-19%

### 4th skill



Stand My Ground [Lv.6]

Skill effect:

When defending Town, crew attack **+23%** and defense **+23%**

Upgrade preview

Attack of all garrisoned fighters

4%/6%/9%/13%/18%/23%

THE WALKING  
**DEAD**  
SURVIVORS

Version: 3.12.0 by: Aerugo

Coach



# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



Global buff: **Sharpshooter's attack +9.3% [max]**



## 1st skill

### Lucky Shot [Lv.6]

#### Skill effect:

With shooters in crew, in next turn, there is a 45% chance of dealing **167%** damage to 2 random enemy crews

#### Upgrade preview

Wounded rate

73%/87%/102%/120%/145%/167%



## 2nd skill

### Double Barrel [Lv.6]

#### Skill effect:

With shooters in crew, there is a 45% chance of dealing **155%** damage to 2 random enemy crews

#### Upgrade preview

Wounded rate

61%/75%/90%/109%/135%/155%



## 3rd skill

### Sitting Duck [Lv.6]

#### Skill effect:

With shooters in crew, there is a 45% chance of dealing **240%** damage to 1 random enemy crew, and this crew's defense **-15%** for 1 turn

#### Upgrade preview

Wounded rate

87%/111%/135%/167%/209%/240%



## 4th skill

### Deadly Sniper [Lv.6]

#### Skill effect:

Shooters in crew have attack **+23%**

#### Upgrade preview

Sharpshooters' attack

4%/6%/9%/13%/18%/23%

THE WALKING  
**DEAD**  
SURVIVORS

Survivor Chemistry: **none**

### Troop Type:



Sharpshooters

Level 120 stat:  
(No equipment)



Fighter capacity +3,326



Crew Attack +45%



Crew Defense +45.18%



Crew Health +46.53%

Version: 3.12.0

by: Aerugo

Ryan

# Survivor Card

Survivor Type: **Combat** Rarity: **Epic**



Global buff: **Melee fighter's attack +9.3% [max]**



## 1st skill

### Fist Punch [Lv.6]

#### Skill effect:

With melee fighters in crew, in next turn, there is a 45% chance of dealing **167%** damage to 2 random enemy crews

#### Upgrade preview

Wounded rate

73%/87%/102%/120%/145%/167%



## 2nd skill

### Dizzy [Lv.6]

#### Skill effect:

With melee fighters in crew, there is a 60% chance to weaken 1 random enemy crew, dealing **-14%** damage for 2 turns

#### Upgrade preview

Effect intensity

-5%/-6%/-8%/-10%/-13%/-14%



## 3rd skill

### Disarming Hit [Lv.6]

#### Skill effect:

With melee fighters in crew, there is a 45% chance of dealing **270%** damage to 1 random enemy crew and a chance to disarm them for 1 turns

#### Upgrade preview

Wounded rate

97%/125%/153%/187%/235%/270%



## 4th skill

### Fighter Defense [Lv.6]

#### Skill effect:

Melee fighters in crew have defense **+23%**

#### Upgrade preview

Melee fighters' defense

4%/6%/9%/13%/18%/23%

THE WALKING  
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SURVIVORS

Survivor Chemistry: **none**

### Troop Type:

Melee Fighters

Level 120 stat:  
(No equipment)

Fighter capacity +3,326

Crew Attack +43.7%

Crew Defense +48.3%

Crew Health +48.8%

Version: 3.12.0

by: Aerugo

Imogene



# Survivor Card

Survivor Chemistry: **none**


Survivor Type: **Combat** Rarity: **Epic**







## Imogene



Global buff: **Cavalry fighter's attack +9.3% [max]**

Troop Type:  Cavalry

Level 120 stat:  
(No equipment)

	Fighter capacity +3,326
	Crew Attack +51.45%
	Crew Defense +39.65%
	Crew Health +43.55%

### 1st skill



#### Lucky Shot [Lv.6]

##### Skill effect:

With cavalry in crew, in next turn, there is a 45% chance of dealing **167%** damage to 2 random enemy crews.

##### Upgrade preview

Wounded rate

73%/87%/102%/120%/145%/167%

### 2nd skill



#### Hell on Hooves [Lv.6]

##### Skill effect:

With cavalry in crew, there is a 60% chance to weaken 1 random enemy crew, dealing **+14%** extra damage to that crew for 2 turns

##### Upgrade preview

Effect intensity

+5%/+6%/+8%/+10%/+13%/+14%

### 3rd skill



#### Pin Down [Lv.6]

##### Skill effect:

With cavalry in crew, there is a 45% chance of dealing **270%** damage to 1 random enemy crew and a chance to silence that crew (can't trigger skills) for 1 turns

##### Upgrade preview

Wounded rate

97%/125%/153%/187%/235%/270%

### 4th skill



#### Strong as a Horse [Lv.6]

##### Skill effect:

Cavalry in crew have Health **+23%**

##### Upgrade preview

Health when Cavalry is in crew

4%/6%/9%/13%/18%/23%

THE WALKING  
**DEAD**  
SURVIVORS

Version: 3.12.0 by: Aerugo

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