

SURVIVOR CHEMISTRY CARDS

Created by Aeru

Correct as of 3.12.0

Intro

Survivor Chemistry

1. Only Legendary and Epic Combat survivors can enjoy chemistry bonus
2. Only survivors in the same formation can activate chemistry
3. Some survivor can enjoy the bonus of multiple chemistry
4. Three (3) survivors fully activate the chemistry, two (2) survivors only activate part of it.



Version: 3.12.0 by: Aerugo

Love Triangle

Love Triangle

Level 120 stat (no equipment):

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



Abraham

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



Holly

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



Rosita

Chemistry:



Melee fighter's attack:

- with 2: +12%
- with 3: +30%



Melee fighter's defense:

- with 2: +12%
- with 3: +30%



Combat speed of survivor crew:

- with 2: +0
- with 3: +1

The Whisperers

Level 120 stat (no equipment):

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



Beta

Chemistry:



Melee fighter's attack:

- with 2: +12%
- with 3: +30%

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



Lydia



Melee fighter's health:

- with 2: +12%
- with 3: +30%

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



Alpha



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



Family Unity

Level 120 stat (no equipment):

 Melee Fighters
 Fighter capacity +5,428
 Crew Attack +91%
 Crew Defense +91%
 Crew Health +91%



Seasoned Rick

Chemistry:



Melee fighter's attack:

- with 2: +12%
- with 3: +30%

 Melee Fighters
 Fighter capacity +5,376
 Crew Attack +91%
 Crew Defense +91%
 Crew Health +91%



Teenager Carl



Melee fighter's health:

- with 2: +12%
- with 3: +30%

 Combat
 Fighter capacity +5,376
 Crew Attack +91%
 Crew Defense +91%
 Crew Health +91%



Sniper Andrea



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



The Savivors

Level 120 stat (no equipment):

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



John

Chemistry:



Sharpshooter's attack:

- with 2: +12%
- with 3: +30%

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



Dwight



Sharpshooter's defense:

- with 2: +12%
- with 3: +30%

 Combat
 Fighter capacity +5,428
 Crew Attack +91%
 Crew Defense +91%
 Crew Health +91%



Negan



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



Tyrants

Level 120 stat (no equipment):

 Combat
 Fighter capacity +5,428
 Crew Attack +91%
 Crew Defense +91%
 Crew Health +91%



The Governor

Chemistry:



Sharpshooter's attack:

- with 2: +12%
- with 3: +30%

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



Pamela



Sharpshooter's health:

- with 2: +12%
- with 3: +30%

 Combat
 Fighter capacity +5,428
 Crew Attack +91%
 Crew Defense +91%
 Crew Health +91%



Negan



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



Freedom Fighters

Level 120 stat (no equipment):

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



Mercer

Chemistry:



Sharpshooter's defense:

- with 2: +12%
- with 3: +30%

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



Princess



Sharpshooter's health:

- with 2: +12%
- with 3: +30%

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



Laura



Combat speed of survivor crew:

- with 2: +0
- with 3: +1

Elite Warriors

Level 120 stat (no equipment):

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



Michonne

Chemistry:



Cavalry's attack:

- with 2: +12%
- with 3: +30%

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



Jesus



Cavalry's health:

- with 2: +12%
- with 3: +30%

 Combat
 Fighter capacity +8,002
 Crew Attack +130%
 Crew Defense +130%
 Crew Health +130%



Ezekiel



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



Magna's Crew

Level 120 stat (no equipment):

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



Magna

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



Yumiko

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



Connie

Chemistry:



Cavalry's defense:

- with 2: +12%
- with 3: +30%



Cavalry's health:

- with 2: +12%
- with 3: +30%



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



Prison Recon

Level 120 stat (no equipment):

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



Michonne

Chemistry:



Attack of survivor crew:

- with 2: +8%
- with 3: +20%

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



Glenn



Defense of survivor crew:

- with 2: +8%
- with 3: +20%

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

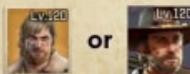
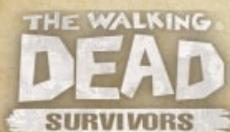


Militia Rick



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



- Militia Rick can be swapped with Rick and vice versa.

Version: 3.12.0
by: Aerugo

Hometown Heroes

Level 120 stat (no equipment):

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



Errant Shane

Chemistry:



Defense of survivor crew:

- with 2: +8%
- with 3: +20%

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



Morgan



Health of survivor crew:

- with 2: +8%
- with 3: +20%

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



Militia Rick



Combat speed of survivor crew:

- with 2: +0
- with 3: +1



- Militia Rick can be swapped with Rick
- Errant Shane can be swapped with Shane

Version: 3.12.0
by: Aerugo

Berserkers

Level 120 stat (no equipment):

 Combat
 Fighter capacity +3,326
 Crew Attack +43.48%
 Crew Defense +47.83%
 Crew Health +47.83%



Shane

Chemistry:



Attack of survivor crew:

- with 2: +6%
- with 3: +15%

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



Boyd



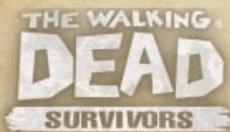
Defense of survivor crew:

- with 2: +6%
- with 3: +15%

 Combat
 Fighter capacity +3,326
 Crew Attack +43.7%
 Crew Defense +48.3%
 Crew Health +48.8%



Rick



- Rick can be swapped with Militia Rick
- Shane can be swapped with Errant Shane

Version: 3.12.0
by: Aerugo

Cowboy Posse

Cowboy Posse

Level 120 stat (no equipment):

 Combat
 Fighter capacity +3,326
 Crew Attack +45.43%
 Crew Defense +46.1%
 Crew Health +48.15%



Billy

 Combat
 Fighter capacity +3,326
 Crew Attack +48.2%
 Crew Defense +43.1%
 Crew Health +43.33%

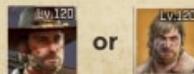


Zeke

 Combat
 Fighter capacity +3,326
 Crew Attack +43.7%
 Crew Defense +48.3%
 Crew Health +48.8%



Rick



- Rick can be swapped with Militia Rick

Chemistry:



Attack of survivor crew:

- with 2: +6%
- with 3: +15%



Defense of survivor crew:

- with 2: +6%
- with 3: +15%



Straight Shooters

Level 120 stat (no equipment):

 Combat
 Fighter capacity +3,326
 Crew Attack +43.48%
 Crew Defense +47.83%
 Crew Health +47.83%



Shane

Chemistry:



Attack of survivor crew:

- with 2: +6%
- with 3: +15%

 Combat
 Fighter capacity +3,326
 Crew Attack +48.2%
 Crew Defense +43.1%
 Crew Health +43.33%



Zeke



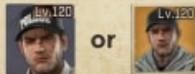
Defense of survivor crew:

- with 2: +6%
- with 3: +15%

 Combat
 Fighter capacity +3,326
 Crew Attack +38.3%
 Crew Defense +57.03%
 Crew Health +55.95%



Jared



- Shane can be swapped with Errant Shane



Version: 3.12.0
by: Aerugo