

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.








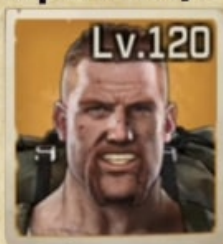
Version: 3.12.0 by: Aerugo

Love Triangle






Love Triangle

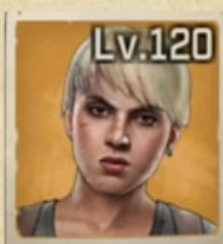
Level 120 stat (no equipment):

	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%








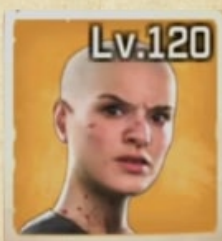
Beta

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



Lydia

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



Alpha

Chemistry:



Melee fighter's attack:

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



Melee fighter's health:

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








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%








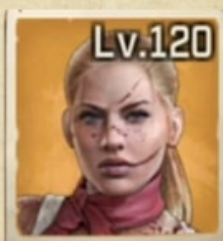
Teenager
Carl



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

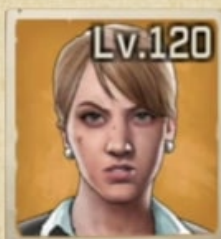
Chemistry:



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%








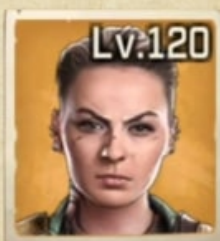
Mercer

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

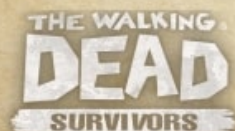


Princess

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



Laura



Chemistry:



Sharpshooter's defense:

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



Sharpshooter's health:

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








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%

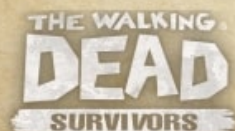


Ezekiel








Combat speed of survivor crew:

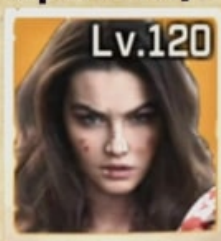
- with 2: +0
- with 3: +1



Magna's Crew

Level 120 stat (no equipment):

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








Magna

Chemistry:



Cavalry's defense:

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

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








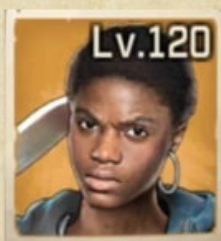
Yumiko



Cavalry's health:

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

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



Connie



Combat speed of survivor crew:






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



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Prison Recon

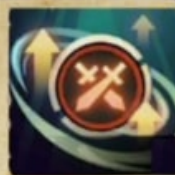
Level 120 stat (no equipment):

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








Michonne

Chemistry:



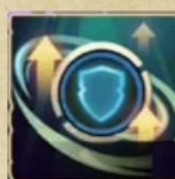
Attack of survivor crew:

- 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%

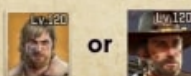


Militia Rick



Combat speed of survivor crew:

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








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

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Hometown Heroes

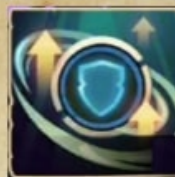
Level 120 stat (no equipment):

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








Errant Shane

Chemistry:



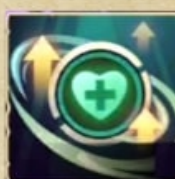
Defense of survivor crew:

- 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



or



or








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

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Berserkers

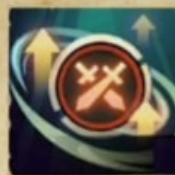
Level 120 stat (no equipment):

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








Shane

Chemistry:



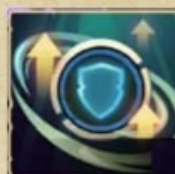
Attack of survivor crew:

- 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



or



or



or








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

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



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%

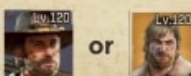
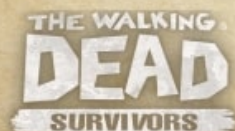


Zeke

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

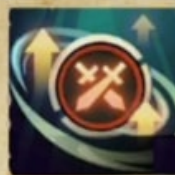


Rick



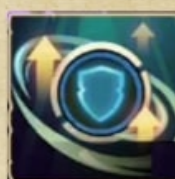
- Rick can be swapped with Militia Rick

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

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

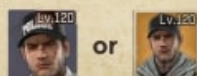


Zeke

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

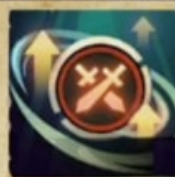


Jared



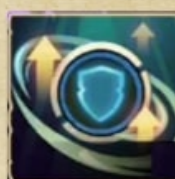
- Shane can be swapped with Errant Shane

Chemistry:



Attack of survivor crew:

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



Defense of survivor crew:

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

Version: 3.12.0
by: Aerugo