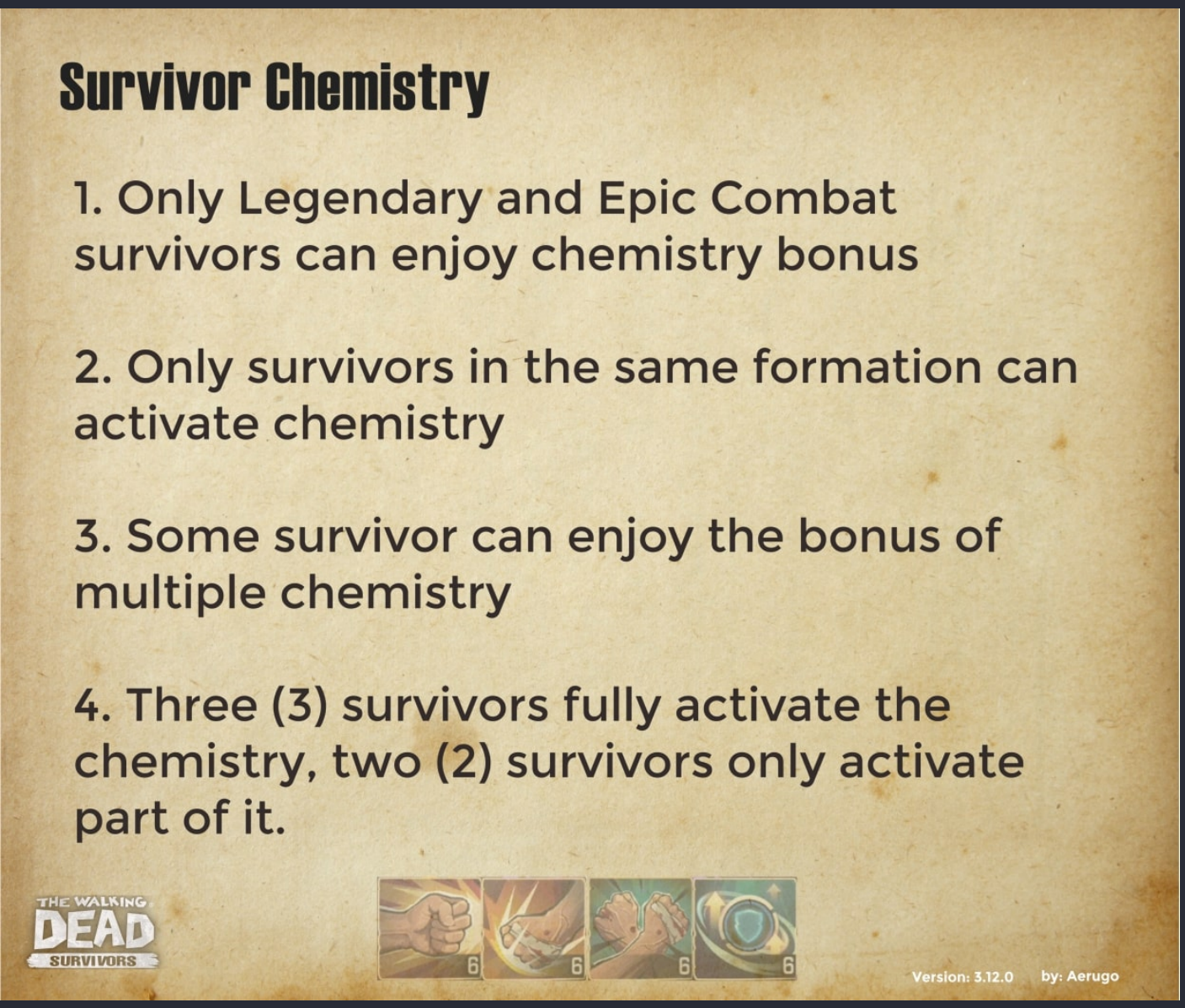
SURVIVOR CHEMISTRY CARDS

Created by Aeru

Correct as of 3.12.0

Intro



Love Triangle

Survivor Chemistry

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 WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

The Whisperers

Survivor Chemistry

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

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Family Unity

Survivor Chemistry

Family Unity

Level 120 stat (no equipment):

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



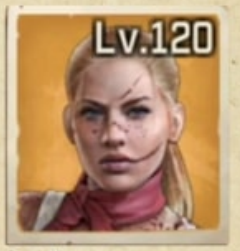
Seasoned Rick

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



Teenager Carl

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



Sniper Andrea

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

THE WALKING DEAD SURVIVORS

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The Saviors

Survivor Chemistry

The Saviors

Level 120 stat (no equipment):

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



John

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



Dwight

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



Negan

Chemistry:



Sharpshooter's attack:
- with 2: +12%
- with 3: +30%



Sharpshooter's defense:
- with 2: +12%
- with 3: +30%



Combat speed of survivor crew:
- with 2: +0
- with 3: +1

THE WALKING DEAD SURVIVORS

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Tyrants

Survivor Chemistry

Tyrants

Level 120 stat (no equipment):

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



The Governor

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



Pamela

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



Negan

Chemistry:



Sharpshooter's attack:
- 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

THE WALKING DEAD SURVIVORS

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Freedom Fighters

Survivor Chemistry

Freedom Fighters

Level 120 stat (no equipment):

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



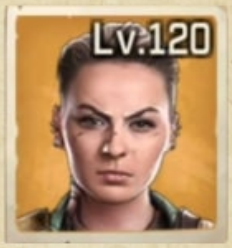
Mercer

- 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

THE WALKING DEAD SURVIVORS

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Elite Warriors

Survivor Chemistry

Elite Warriors

Level 120 stat (no equipment):

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



Michonne

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



Jesus

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



Ezekiel

Chemistry:



Cavalry's attack:
- 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

THE WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

Magna's Crew

Survivor Chemistry

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

THE WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

Prison Recon

Survivor Chemistry

Prison Recon

Level 120 stat (no equipment):

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



Michonne

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



Glenn

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



Militia Rick

Chemistry:



Attack of survivor crew:
- with 2: +8%
- with 3: +20%



Defense of survivor crew:
- with 2: +8%
- with 3: +20%



Combat speed of survivor crew:
- with 2: +0
- with 3: +1



or



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

THE WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

Hometown Heroes

Survivor Chemistry

Hometown Heroes

Level 120 stat (no equipment):

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



Errant Shane

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



Morgan

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



Militia Rick

Chemistry:



Defense of survivor crew:
- with 2: +8%
- with 3: +20%



Health of survivor crew:
- with 2: +8%
- with 3: +20%



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

THE WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

Berserkers

Survivor Chemistry

Berserkers

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	+40.73%
Crew Defense	+53.33%
Crew Health	+51.28%



Boyd

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



Rick

Chemistry:



Attack of survivor crew:
- with 2: +6%
- with 3: +15%



Defense of survivor crew:
- with 2: +6%
- with 3: +15%

 or   or 

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

THE WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

Cowboy Posse

Survivor Chemistry

Cowboy Posse

Level 120 stat (no equipment):



Billy

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



Zeke

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



Rick

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

Chemistry:



Attack of survivor crew:
- with 2: +6%
- with 3: +15%



Defense of survivor crew:
- with 2: +6%
- with 3: +15%



or



- Rick can be swapped with Militia Rick

THE WALKING DEAD SURVIVORS

Version: 3.12.0
by: Aerugo

Straight Shooters

Survivor Chemistry

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

Chemistry:



Attack of survivor crew:
- with 2: +6%
- with 3: +15%



Defense of survivor crew:
- with 2: +6%
- with 3: +15%



or



- Shane can be swapped with Errant Shane

THE WALKING DEAD SURVIVORS

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