

# 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

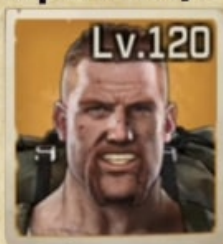
## Love Triangle








# Love Triangle

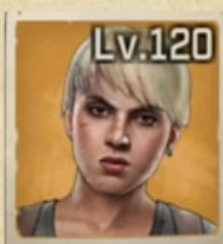
## Level 120 stat (no equipment):

	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%








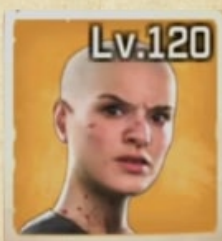
Beta

	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%








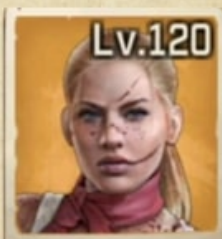
Teenager  
Carl



#### 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

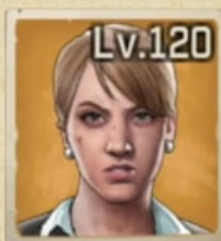
### Chemistry:



#### 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%








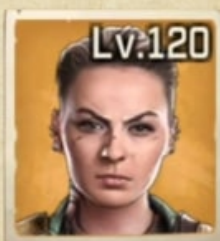
Mercer

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

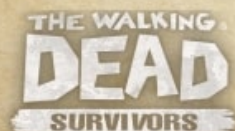


Princess

	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

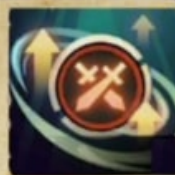
## Level 120 stat (no equipment):

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








Michonne

## Chemistry:



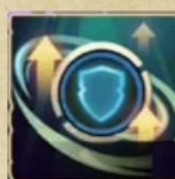
### Attack of survivor crew:

- 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%

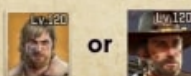


Militia Rick



### 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

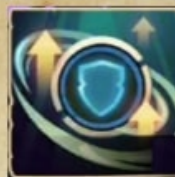
### Level 120 stat (no equipment):

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








Errant Shane

### Chemistry:



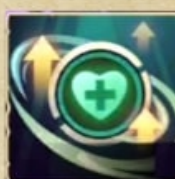
#### Defense of survivor crew:

- 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








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

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## Berserkers

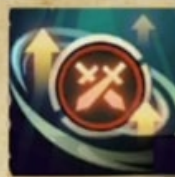
### Level 120 stat (no equipment):

	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








- 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%

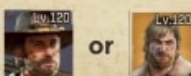
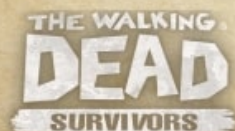


Zeke

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

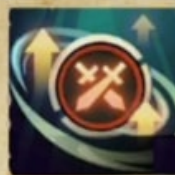


Rick



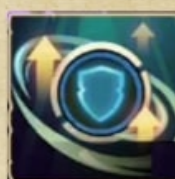
- Rick can be swapped with Militia Rick

### 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%

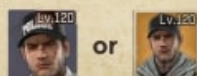


Zeke

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

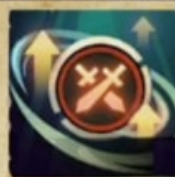


Jared



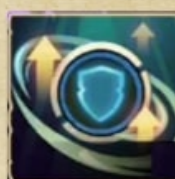
- Shane can be swapped with Errant Shane

## 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