

# EQUIPMENT

Equipment System

## NEW EQUIPMENT SYSTEM



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SURVIVORS

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# EQUIPMENT SYSTEM REVAMP - INTRODUCTION

Greetings Survivors!

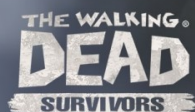
In our most recent update big changes have been implemented to the **Equipment system**, today we will go over a description of all mayor changes to the system.

## Materials + Blueprints

Materials and blueprints now exist only in a single rarity "**Uncommon**".  
All **Development Equipment** will require "**Wood**" as a crafting material.  
All **Combat Equipment** will require "**Steel Pipes**" as a crafting material.

## Development Equipment Attribute Changes

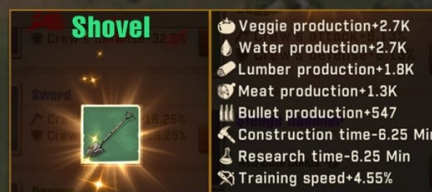
Now, instead of having only 1 random attribute bonus, development equipment provides an attribute bonus to **ALL** development attributes.



## STEEL PIPES



## WOOD



# EQUIPMENT SYSTEM REVAMP - UPGRADING

You will now be able to **upgrade** Equipment from lower quality into higher qualities.

**Uncommon** Equipment will be crafted using blueprints and materials.

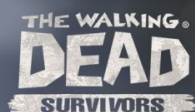
**Rare** Equipment can be crafted by combining 5 uncommon pieces of Equipment of the same slot.

**Epic** Equipment can be crafted by combining 5 rare pieces of Equipment of the same slot.

**Legendary** Equipment can be crafted by combining 5 epic pieces of Equipment of the same slot + a certain amount of "**Anvils**".

We hope that this introductory guide will help you get more familiar with the new system that is now live!

Stay tuned for more guides!



Revision #3

Created 2 May 2022 14:46:34 by Origin

Updated 29 April 2024 17:12:31 by Origin