SPECIALIZATION

Specialization

Specialization - Introduction

Greetings Survivors, in this guide we will cover some introductory information regarding how the **Specialization** system works. Let's get into it!

What's Specialization?

- Specialization includes **Specialization Skill Cards** and **Badges.**
- Players who reached level **16** in Season **4** and beyond can obtain the skill card and badge in the building **Operations Center.**
- A **combat survivor** can equip **1** Specialization Skill Card, and a Specialization Skill Card can wear **3** Specialization Badges.
- Specialization Skill Cards and Badges provide **attribute bonuses** for the combat survivor.



Operations Center

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Specialization - Types

Specialization Skill Cards

➢ There are 18 different Skills.

Specialization Badge

➢ There are 9 types:
- Melee Attack, Melee Defense, Melee Health
- Cavalry Attack, Cavalry Defense, Cavalry Health
- Sharpshooter Attack, Sharpshooter Defense, Sharpshooter Health

➢ Each of these is available in 4 different Qualities: **Uncommon**, **Rare**, **Epic** and **Legendary**.





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Specialization - Obtaining

- In the Operations Center building, click the "**Practice**" button to enter the draw page.
- Spend the item "**Boxing Glove**" or Rubies to draw.







Specialization - Upgrading

Specialization Skill Cards

- Select a specific card in the "Manage" interface, click the "Upgrade" button below to upgrade it.
- Upgrading requires consuming fragments of the same card.

Specialization Badges

- Access the "Badge Inventory" from the bottom of the "Manage" page. Select a badge in the inventory to upgrade it.
- If the badge is attached to a card, you can also upgrade it by selecting the card on the "Manage" page and then clicking the badge.
- Upgrading the badge requires "Badge Fragment".













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Specialization - Attributes

Specialization Skill Cards

Global Attributes

These are attributes that always have effect, on any Formation. You can enhance them by upgrading Skill Cards.

Exclusive Skills

- Each skill card has its own exclusive skill, which is generally only effective for the combat survivor equipped with the card.
- You can improve the skill by upgrading the card. The skill is improved once every 10 levels of the card.

*The skill effects of some cards may be effective for survivors who are not equipped (for example: the skill effect of the card "Overpower" "Up to 2 of your own Sharpshooter Crews [random] are put in a Berserk state", can provide bonuses to other survivors within the same formation.)

Specialization Badges

- Badge Attributes only have effect for the Crew of the Survivor that is equipped with the Skill Card.





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Specialization Skill Card - How to Equip

- ✓ In the "Manage" interface, click the "+" in the upper right corner of the card, select a combat survivor to apply.
- ✓ You can also click on the card slot in the upper right corner of the survivor details interface and select a card to equip.













- A combat survivor can only equip one card. You can remove the card and equip it to another combat survivor. You can also choose another card to replace the original card.

Specialization Badges – Equip & Remove

Equip:
In the "Manage" interface, select a card, click the "+" in the middle, check a type, and then choose a badge to equip.

Remove:
Method 1: On the skill card page, select the equipped badge and click the remove icon.
Method 2: On the Badge Inventory page, select the equipped badge and click the remove icon.



- Each Skill Card can be equipped with up to 3 Badges, each of which have to be of a different type.
- The effects only apply to the Crew of the Survivor that is equipped with the Skill Card.

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Specialization Badges – Lock & Dismantle

Lock & Unlock:
You can lock the specified badge in Badge Inventory.
You can also unlock it.

Dismantle:
Single: On the Badge Inventory page, select the badge and Dismantle it.
Batch: On the Badge Inventory page, click **Batch Dismantle** button, select a type and quality, then you can batch dismantle the chosen badges.



- Badges equipped to cards and locked badges cannot be dismantled.
- You can set the Auto-Dismantle of badges of different qualities (common, rare, epic, legendary) in the drawing interface; then the badges of corresponding qualities obtained when drawing will be automatically dismantled into badge fragments.

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Revision #3
Created 28 August 2024 09:33:47 by Andrea
Updated 28 August 2024 09:59:58 by Andrea