

# 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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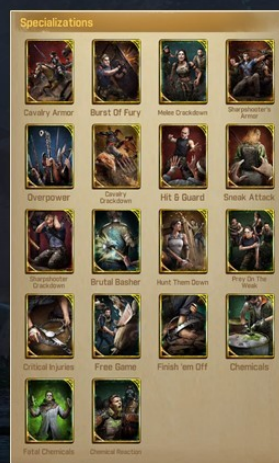
### Specialization - Types

#### 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.





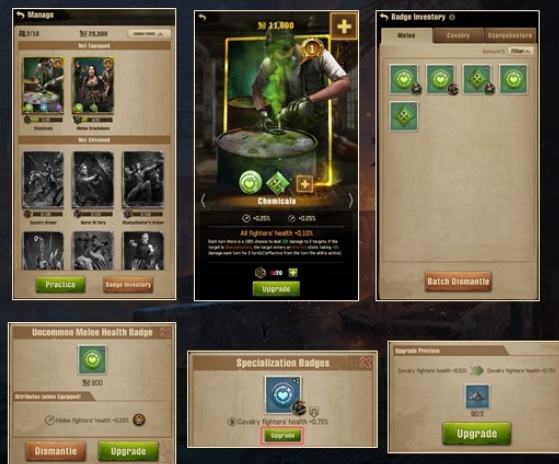
# Specialization - Upgrading

## 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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