

RECRUITS SYSTEM

Created by Origin

Intro

RECRUITS - INTRODUCTION

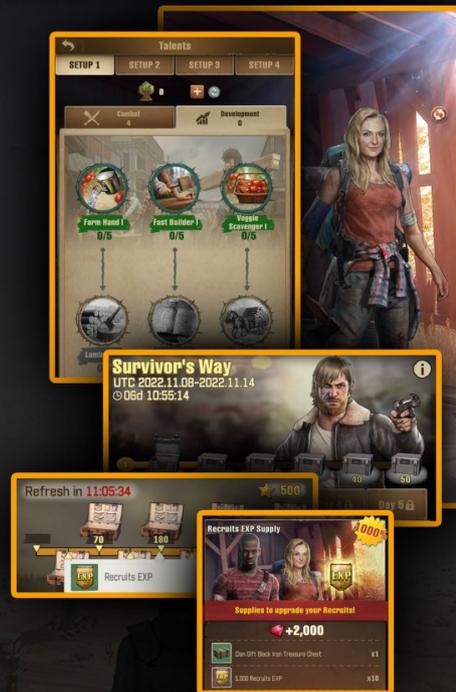
Recruits is the new system to **improve your buffs** in Combat and Development.

You have **two different Recruits** that you can **level up** and unlock tokens with. You use these **tokens to unlock** technology in the **Talent Trees**.

There are **two tree's** available. One that focuses on **Combat**, the other on **Development**.

Each recruit has up to **Four Setups**. You can mix and match your setup depending on what you need. **Example**; One setup focusing on combat, another for development depending on your needs.

You can **gain Recruit EXP** from Completing **Dailies**, Purchasing **EXP Pack** and the **"Survivor's Way" Event**.



THE WALKING
DEAD
SURVIVORS

ORIGIN

v3.14.1
Information displayed here may be subject to change in future updates

Stats

Level	EXP	Tokens
1	30,000	2
2	35,000	2
3	40,000	2
4	45,000	2
5	50,000	2
6	55,000	2
7	60,000	2
8	65,000	2
9	70,000	2
10	75,000	2
11	80,000	2
12	85,000	2
13	90,000	2
14	95,000	2
15	100,000	2
16	105,000	2
17	110,000	2
18	115,000	2
19	120,000	2
20	125,000	2
21	130,000	2
22	135,000	2
23	140,000	2
24	145,000	2
25	150,000	2
26	155,000	2

Level	EXP	Tokens
25	150,000	2
26	155,000	2
27	160,000	2
28	165,000	2
29	170,000	2
30	175,000	2
31	180,000	2
32	185,000	2
33	190,000	2
34	195,000	2
35	200,000	2
36	205,000	2
37	210,000	2
38	215,000	2
39	220,000	2
40	225,000	2
41	230,000	2
42	235,000	2
43	240,000	2
44	245,000	2
45	250,000	2
46	255,000	2
47	260,000	2
48	265,000	2
49	270,000	2
50	275,000	2

Minimum Tokens to Reach the Bottom

Combat	Dev
3 3 3	3 3 3
3 3 3	3 3 3
3 3 3	3 3 3
3	3 3 3
3 3 3	6
3 3 3	3 3 3
3 3 3	3 3 3
3	3 3 3
6 6 6	6
6 6 6	3 3 3
6 6 6	3 3 3
3	3 3 3
3 3 3	6
3 3 3	3 3 3
3	3 3 3
3 3 3	3 3 3
3 3 3	6
3	3 3 3
10 10 10	3 3 3
10 10 10	3 3 3
10 10 10	6
1	3 3 3
	3 3 3
	3 3 3
	3 3 3
	1

Min and Max Tokens to Reach the Bottom

	Max	Min
Development	390	229
Combat	391	268

Currently, there is no level cap for Recruits. Each level requires +5k EXP and will give 2 tokens per level.

To unlock further down the Talent Tree, you need to have unlocked everything above. You can use the tree guide provided.

Information provided here is subject to change.

Details on level caps are all speculation/estimates.

Levels

RECRUIT SYSTEM - EXP, LEVELS

Level	EXP	Tokens	Level	EXP	Tokens	Level	EXP	Tokens	Level	EXP	Tokens	Level	EXP	Tokens									
1	30,000	2	51	280,000	2	101	530,000	2	151	780,000	2	201	1,030,000	2	251	1,280,000	2	301	1,530,000	2	351	1,780,000	2
2	35,000	2	52	285,000	2	102	535,000	2	152	785,000	2	202	1,035,000	2	252	1,285,000	2	302	1,535,000	2	352	1,785,000	2
3	40,000	2	53	290,000	2	103	540,000	2	153	790,000	2	203	1,040,000	2	253	1,290,000	2	303	1,540,000	2	353	1,790,000	2
4	45,000	2	54	295,000	2	104	545,000	2	154	795,000	2	204	1,045,000	2	254	1,295,000	2	304	1,545,000	2	354	1,795,000	2
5	50,000	2	55	300,000	2	105	550,000	2	155	800,000	2	205	1,050,000	2	255	1,300,000	2	305	1,550,000	2	355	1,800,000	2
6	55,000	2	56	305,000	2	106	555,000	2	156	805,000	2	206	1,055,000	2	256	1,305,000	2	306	1,555,000	2	356	1,805,000	2
7	60,000	2	57	310,000	2	107	560,000	2	157	810,000	2	207	1,060,000	2	257	1,310,000	2	307	1,560,000	2	357	1,810,000	2
8	65,000	2	58	315,000	2	108	565,000	2	158	815,000	2	208	1,065,000	2	258	1,315,000	2	308	1,565,000	2	358	1,815,000	2
9	70,000	2	59	320,000	2	109	570,000	2	159	820,000	2	209	1,070,000	2	259	1,320,000	2	309	1,570,000	2	359	1,820,000	2
10	75,000	2	60	325,000	2	110	575,000	2	160	825,000	2	210	1,075,000	2	260	1,325,000	2	310	1,575,000	2	360	1,825,000	2
11	80,000	2	61	330,000	2	111	580,000	2	161	830,000	2	211	1,080,000	2	261	1,330,000	2	311	1,580,000	2	361	1,830,000	2
12	85,000	2	62	335,000	2	112	585,000	2	162	835,000	2	212	1,085,000	2	262	1,335,000	2	312	1,585,000	2	362	1,835,000	2
13	90,000	2	63	340,000	2	113	590,000	2	163	840,000	2	213	1,090,000	2	263	1,340,000	2	313	1,590,000	2	363	1,840,000	2
14	95,000	2	64	345,000	2	114	595,000	2	164	845,000	2	214	1,095,000	2	264	1,345,000	2	314	1,595,000	2	364	1,845,000	2
15	100,000	2	65	350,000	2	115	600,000	2	165	850,000	2	215	1,100,000	2	265	1,350,000	2	315	1,600,000	2	365	1,850,000	2
16	105,000	2	66	355,000	2	116	605,000	2	166	855,000	2	216	1,105,000	2	266	1,355,000	2	316	1,605,000	2	366	1,855,000	2
17	110,000	2	67	360,000	2	117	610,000	2	167	860,000	2	217	1,110,000	2	267	1,360,000	2	317	1,610,000	2	367	1,860,000	2
18	115,000	2	68	365,000	2	118	615,000	2	168	865,000	2	218	1,115,000	2	268	1,365,000	2	318	1,615,000	2	368	1,865,000	2
19	120,000	2	69	370,000	2	119	620,000	2	169	870,000	2	219	1,120,000	2	269	1,370,000	2	319	1,620,000	2	369	1,870,000	2
20	125,000	2	70	375,000	2	120	625,000	2	170	875,000	2	220	1,125,000	2	270	1,375,000	2	320	1,625,000	2	370	1,875,000	2
21	130,000	2	71	380,000	2	121	630,000	2	171	880,000	2	221	1,130,000	2	271	1,380,000	2	321	1,630,000	2	371	1,880,000	2
22	135,000	2	72	385,000	2	122	635,000	2	172	885,000	2	222	1,135,000	2	272	1,385,000	2	322	1,635,000	2	372	1,885,000	2
23	140,000	2	73	390,000	2	123	640,000	2	173	890,000	2	223	1,140,000	2	273	1,390,000	2	323	1,640,000	2	373	1,890,000	2
24	145,000	2	74	395,000	2	124	645,000	2	174	895,000	2	224	1,145,000	2	274	1,395,000	2	324	1,645,000	2	374	1,895,000	2
25	150,000	2	75	400,000	2	125	650,000	2	175	900,000	2	225	1,150,000	2	275	1,400,000	2	325	1,650,000	2	375	1,900,000	2
26	155,000	2	76	405,000	2	126	655,000	2	176	905,000	2	226	1,155,000	2	276	1,405,000	2	326	1,655,000	2	376	1,905,000	2
27	160,000	2	77	410,000	2	127	660,000	2	177	910,000	2	227	1,160,000	2	277	1,410,000	2	327	1,660,000	2	377	1,910,000	2
28	165,000	2	78	415,000	2	128	665,000	2	178	915,000	2	228	1,165,000	2	278	1,415,000	2	328	1,665,000	2	378	1,915,000	2
29	170,000	2	79	420,000	2	129	670,000	2	179	920,000	2	229	1,170,000	2	279	1,420,000	2	329	1,670,000	2	379	1,920,000	2
30	175,000	2	80	425,000	2	130	675,000	2	180	925,000	2	230	1,175,000	2	280	1,425,000	2	330	1,675,000	2	380	1,925,000	2
31	180,000	2	81	430,000	2	131	680,000	2	181	930,000	2	231	1,180,000	2	281	1,430,000	2	331	1,680,000	2	381	1,930,000	2
32	185,000	2	82	435,000	2	132	685,000	2	182	935,000	2	232	1,185,000	2	282	1,435,000	2	332	1,685,000	2	382	1,935,000	2
33	190,000	2	83	440,000	2	133	690,000	2	183	940,000	2	233	1,190,000	2	283	1,440,000	2	333	1,690,000	2	383	1,940,000	2
34	195,000	2	84	445,000	2	134	695,000	2	184	945,000	2	234	1,195,000	2	284	1,445,000	2	334	1,695,000	2	384	1,945,000	2
35	200,000	2	85	450,000	2	135	700,000	2	185	950,000	2	235	1,200,000	2	285	1,450,000	2	335	1,700,000	2	385	1,950,000	2
36	205,000	2	86	455,000	2	136	705,000	2	186	955,000	2	236	1,205,000	2	286	1,455,000	2	336	1,705,000	2	386	1,955,000	2
37	210,000	2	87	460,000	2	137	710,000	2	187	960,000	2	237	1,210,000	2	287	1,460,000	2	337	1,710,000	2	387	1,960,000	2
38	215,000	2	88	465,000	2	138	715,000	2	188	965,000	2	238	1,215,000	2	288	1,465,000	2	338	1,715,000	2	388	1,965,000	2
39	220,000	2	89	470,000	2	139	720,000	2	189	970,000	2	239	1,220,000	2	289	1,470,000	2	339	1,720,000	2	389	1,970,000	2
40	225,000	2	90	475,000	2	140	725,000	2	190	975,000	2	240	1,225,000	2	290	1,475,000	2	340	1,725,000	2	390	1,975,000	2
41	230,000	2	91	480,000	2	141	730,000	2	191	980,000	2	241	1,230,000	2	291	1,480,000	2	341	1,730,000	2	391	1,980,000	2
42	235,000	2	92	485,000	2																		

Name	Troop Type	Buff	Level (% Increase)									
			1	2	3	4	5	6	7	8	9	10
Knock out	Melee	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Hail of Bullets	Sharpshooters	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Forward Charge	Cavalry	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Block	Melee	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Stance	Sharpshooters	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Backward Kick	Cavalry	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Top Shape	Melee	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Focus	Sharpshooters	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Energetic	Cavalry	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Damage Taken Reduce	All	Damage Taken Reduce	0.5	1	1.5	2	2.5	-	-	-	-	-
Preemptive Strike	Melee	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Parry	Sharpshooters	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Preemptive Blow	Cavalry	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Dodge	Melee	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Rigor	Sharpshooters	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Stagger	Cavalry	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Unyielding	Melee	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Concentration	Sharpshooters	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Endurance	Cavalry	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Damage Dealt Increase	All	Damage Dealt Increase	0.5	1	1.5	2	2.5	-	-	-	-	-
Fighter Attack	Melee	Increase attack	1	2	3	4	5	6	7	8	9	10
Sharpshooter Attack	Sharpshooters	Increase attack	1	2	3	4	5	6	7	8	9	10
Cavalry Attacks	Cavalry	Increase attack	1	2	3	4	5	6	7	8	9	10
Fighter Defense	Melee	Increase defense	1	2	3	4	5	6	7	8	9	10
Sharpshooters Defense	Sharpshooters	Increase defense	1	2	3	4	5	6	7	8	9	10
Cavalry Defense	Cavalry	Increase defense	1	2	3	4	5	6	7	8	9	10
Fighter Health	Melee	Increase Health	1	2	3	4	5	6	7	8	9	10
Sharpshooters Health	Sharpshooters	Increase Health	1	2	3	4	5	6	7	8	9	10
Cavalry Health	Cavalry	Increase Health	1	2	3	4	5	6	7	8	9	10
March Capacity	All	Increase march capacity	0.4	0.8	1.2	1.6	2	-	-	-	-	-
Knock out	Melee	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Hail of Bullets	Sharpshooters	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Forward Charge	Cavalry	Increase attack (ATK)	2	4	6	8	10	-	-	-	-	-
Block	Melee	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Stance	Sharpshooters	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Backward Kick	Cavalry	Increase defence (ATK)	2	4	6	8	10	-	-	-	-	-
Top Shape	Melee	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Focus	Sharpshooters	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Energetic	Cavalry	Increase health (ATK)	2	4	6	8	10	-	-	-	-	-
Resistance against Damage Dealing Skills	All	Resistance against Damage Dealing Skills	0.5	1	1.5	2	2.5	-	-	-	-	-
Preemptive Strike	Melee	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Parry	Sharpshooters	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Preemptive Blow	Cavalry	Increase attack (DEF)	2	4	6	8	10	-	-	-	-	-
Dodge	Melee	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Rigor	Sharpshooters	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Stagger	Cavalry	Increase defense (DEF)	2	4	6	8	10	-	-	-	-	-
Unyielding	Melee	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Concentration	Sharpshooters	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-
Endurance	Cavalry	Increase health (DEF)	2	4	6	8	10	-	-	-	-	-

Name	Buff	Level (% Increase)									
		1	2	3	4	5	6	7	8	9	10
Farm Hands 1	Veggie production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Veggie Scavenger 1	Veggie gathering speed increase	1	2	3	4	5	-	-	-	-	-
Lumber 1	Lumber production increase	1	2	3	4	5	-	-	-	-	-
Innovator 1	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Lumber Scavenger 1	Lumber gathering speeds	1	2	3	4	5	-	-	-	-	-
Water Producer 1	Water production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Water Scavenger I	Water gathering speed increase	1	2	3	4	5	-	-	-	-	-
Meat Butcher I	Meat production increase	1	2	3	4	5	-	-	-	-	-
Innovator I	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Game Hunter I	Meat gathering speeds	1	2	3	4	5	-	-	-	-	-
Bullet Forger II	Bullet production increase	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
Faster Fighter Training	Melee fighter training speed increase	1	2	3	4	5	-	-	-	-	-
Fighter Group Training	Melee fighter training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Healing Cost Reduction	Healing cost reduction	1	2	3	4	5	-	-	-	-	-
Fast Sharpshooter Training	Sharpshooter training speed increase	1	2	3	4	5	-	-	-	-	-
Sharpshooter Group Training	Sharpshooter training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Healing Speed Increase	Healing speed increase	1	2	3	4	5	-	-	-	-	-
Fast Cavalry Training	Cavalry training speed increase	1	2	3	4	5	-	-	-	-	-
Cavalry Group Training	Cavalry training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Hospital Extension	Hospital capacity increase	1	2	3	4	5	-	-	-	-	-
All formations march speed	All formations march speed	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
Farm Hands 1	Veggie production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Veggie Scavenger 1	Veggie gathering speed increase	1	2	3	4	5	-	-	-	-	-
Lumber 1	Lumber production increase	1	2	3	4	5	-	-	-	-	-
Innovator 1	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Lumber Scavenger 1	Lumber gathering speeds	1	2	3	4	5	-	-	-	-	-
Water Producer 1	Water production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Water Scavenger I	Water gathering speed increase	1	2	3	4	5	-	-	-	-	-
Meat Butcher I	Meat production increase	1	2	3	4	5	-	-	-	-	-
Innovator I	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Game Hunter I	Meat gathering speeds	1	2	3	4	5	-	-	-	-	-
Stamina recovery speed	Stamina recovery speed	1	2	3	4	5	6	7	8	9	10
Farm Hands 1	Veggie production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Veggie Scavenger 1	Veggie gathering speed increase	1	2	3	4	5	-	-	-	-	-
Lumber 1	Lumber production increase	1	2	3	4	5	-	-	-	-	-
Innovator 1	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Lumber Scavenger 1	Lumber gathering speeds	1	2	3	4	5	-	-	-	-	-
Water Producer 1	Water production increase	1	2	3	4	5	-	-	-	-	-
Fast Builder 1	Construction speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Water Scavenger I	Water gathering speed increase	1	2	3	4	5	-	-	-	-	-
Meat Butcher I	Meat production increase	1	2	3	4	5	-	-	-	-	-
Innovator I	Research Speed increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-
Game Hunter I	Meat gathering speeds	1	2	3	4	5	-	-	-	-	-
Bullet Forger II	Bullet production increase	0.5	1	1.5	2	2.5	3	3.5	4	4.5	5
Faster Fighter Training	Melee fighter training speed increase	1	2	3	4	5	-	-	-	-	-
Fighter Group Training	Melee fighter training group size increase	0.2	0.4	0.6	0.8	1	-	-	-	-	-

