

# RECRUITS SYSTEM

Created by Origin

## Intro

### RECRUITS - INTRODUCTION

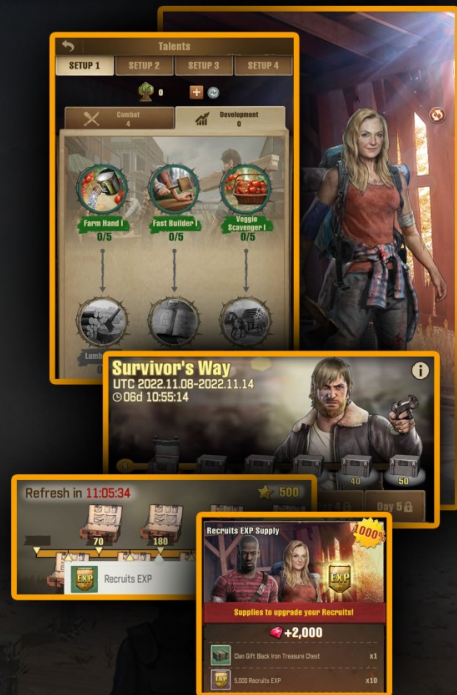
**Recruits** is the new system to **improve your buffs** in Combat and Development.

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	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	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
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
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

Level	EXP	Tokens
51	280,000	2
52	285,000	2
53	290,000	2
54	295,000	2
55	300,000	2
56	305,000	2
57	310,000	2
58	315,000	2
59	320,000	2
60	325,000	2
61	330,000	2
62	335,000	2
63	340,000	2
64	345,000	2
65	350,000	2
66	355,000	2
67	360,000	2
68	365,000	2
69	370,000	2
70	375,000	2
71	380,000	2
72	385,000	2
73	390,000	2
74	395,000	2
75	400,000	2
76	405,000	2
77	410,000	2
78	415,000	2
79	420,000	2
80	425,000	2
81	430,000	2
82	435,000	2
83	440,000	2
84	445,000	2
85	450,000	2
86	455,000	2
87	460,000	2
88	465,000	2
89	470,000	2
90	475,000	2
91	480,000	2
92	485,000	2
93	490,000	2
94	495,000	2
95	500,000	2
96	505,000	2
97	510,000	2
98	515,000	2
99	520,000	2
100	525,000	2

Level	EXP	Tokens
101	530,000	2
102	535,000	2
103	540,000	2
104	545,000	2
105	550,000	2
106	555,000	2
107	560,000	2
108	565,000	2
109	570,000	2
110	575,000	2
111	580,000	2
112	585,000	2
113	590,000	2
114	595,000	2
115	600,000	2
116	605,000	2
117	610,000	2
118	615,000	2
119	620,000	2
120	625,000	2
121	630,000	2
122	635,000	2
123	640,000	2
124	645,000	2
125	650,000	2
126	655,000	2
127	660,000	2
128	665,000	2
129	670,000	2
130	675,000	2
131	680,000	2
132	685,000	2
133	690,000	2
134	695,000	2
135	700,000	2
136	705,000	2
137	710,000	2
138	715,000	2
139	720,000	2
140	725,000	2
141	730,000	2
142	735,000	2
143	740,000	2
144	745,000	2
145	750,000	2
146	755,000	2
147	760,000	2
148	765,000	2
149	770,000	2
150	775,000	2

Level	EXP	Tokens
151	780,000	2
152	785,000	2
153	790,000	2
154	795,000	2
155	800,000	2
156	805,000	2
157	810,000	2
158	815,000	2
159	820,000	2
160	825,000	2
161	830,000	2
162	835,000	2
163	840,000	2
164	845,000	2
165	850,000	2
166	855,000	2
167	860,000	2
168	865,000	2
169	870,000	2
170	875,000	2
171	880,000	2
172	885,000	2
173	890,000	2
174	895,000	2
175	900,000	2
176	905,000	2
177	910,000	2
178	915,000	2
179	920,000	2
180	925,000	2
181	930,000	2
182	935,000	2
183	940,000	2
184	945,000	2
185	950,000	2
186	955,000	2
187	960,000	2
188	965,000	2
189	970,000	2
190	975,000	2
191	980,000	2
192	985,000	2
193	990,000	2
194	995,000	2
195	1,000,000	2
196	1,005,000	2
197	1,010,000	2
198	1,015,000	2
199	1,020,000	2
200	1,025,000	2

Level	EXP	Tokens
201	1,030,000	2
202	1,035,000	2
203	1,040,000	2
204	1,045,000	2
205	1,050,000	2
206	1,055,000	2
207	1,060,000	2
208	1,065,000	2
209	1,070,000	2
210	1,075,000	2
211	1,080,000	2
212	1,085,000	2
213	1,090,000	2
214	1,095,000	2
215	1,100,000	2
216	1,105,000	2
217	1,110,000	2
218	1,115,000	2
219	1,120,000	2
220	1,125,000	2
221	1,130,000	2
222	1,135,000	2
223	1,140,000	2
224	1,145,000	2
225	1,150,000	2
226	1,155,000	2
227	1,160,000	2
228	1,165,000	2
229	1,170,000	2
230	1,175,000	2
231	1,180,000	2
232	1,185,000	2
233	1,190,000	2
234	1,195,000	2
235	1,200,000	2
236	1,205,000	2
237	1,210,000	2
238	1,215,000	2
239	1,220,000	2
240	1,225,000	2
241	1,230,000	2
242	1,235,000	2
243	1,240,000	2
244	1,245,000	2
245	1,250,000	2
246	1,255,000	2
247	1,260,000	2
248	1,265,000	2
249	1,270,000	2
250	1,275,000	2

Level	EXP	Tokens
251	1,280,000	2
252	1,285,000	2
253	1,290,000	2
254	1,295,000	2
255	1,300,000	2
256	1,305,000	2
257	1,310,000	2
258	1,315,000	2
259	1,320,000	2
260	1,325,000	2
261	1,330,000	2
262	1,335,000	2
263	1,340,000	2
264	1,345,000	2
265	1,350,000	2
266	1,355,000	2
267	1,360,000	2
268	1,365,000	2
269	1,370,000	2
270	1,375,000	2
271	1,380,000	2
272	1,385,000	2
273	1,390,000	2
274	1,395,000	2
275	1,400,000	2
276	1,405,000	2
277	1,410,000	2
278	1,415,000	2
279	1,420,000	2
280	1,425,000	2
281	1,430,000	2
282	1,435,000	2
283	1,440,000	2
284	1,445,000	2
285	1,450,000	2
286	1,455,000	2
287	1,460,000	2
288	1,465,000	2
289	1,470,000	2
290	1,475,000	2
291	1,480,000	2
292	1,485,000	2
293	1,490,000	2
294	1,495,000	2
295	1,500,000	2
296	1,505,000	2
297	1,510,000	2
298	1,515,000	2
299	1,520,000	2
300	1,525,000	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 prodcuton 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	Cavlary 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 prodcuton 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 prodcuton 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	-	-	-	-	-

