BATTLE EXPLANATION

Created by Ptels

THE WALKING DEAD SURVIVORS

BATTLE EXPLANATION

VERSION 5.0.4

Battle Explanation	Description
Total	Total troop capacity in the attacking/defending formations • Can go up depending on survivors level, survivors skills, squares level, dog skills, recruits skill, technology, elite levels
Wounded	Number of troops wounded in the attack or defense. Wounded troops go straight to the hospital • In defensive form, the troops will get automatically wounded when defeated unless the attacker have **No Mercy** technology which can turn **wounded to losses** (s1 tech up to -15% and s2 tech up to -15%) • In attacking form, the troops will get losses unless the attacker have **Resilience** technology which will increase conversion rate from **losses to wounded** when attacking someone's town (s1 tech up to 30%)
Wounded (idle fighters)	Number of idle fighters troop (troop that is not in formation) and not under the protection of guard tower (up to 7.5k troops at level 25) that gets wounded when the defensive formation gets defeated (around 10% each hit)
Losses	Number of troops wounded in the attack or defense. Wounded troops go straight to the hospital • In defensive form, the troops will get automatically wounded when defeated unless the attacker have **No Mercy** technology which can turn **wounded to losses** (s1 tech up to -15% and s2 tech up to -15%) • In attacking form, the troops will get losses unless the attacker have **Resilience** technology which will increase conversion rate from **losses to wounded** when attacking someone's town (s1 tech up to 30%)
Kills	Number of **Wounded + Losses**
Survived	Number of troops that survived the battle in the formation (**Survived = Total - Wounded - Losses**)
Durability Damage	Damage to the durability of the wall (defensive). Damage will happen only if the formation is defeated and the number depends on the number of troops (melee > cavalry > shooter, melee highest damage)

Information displayed here maybe subject to change in future updates

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