

# S3 RESEARCH - STATUES

Created by Ptels

## Introduction

### S3 RESEARCH – STATUE

#### What is S3 Research - Statue?

- Statues that unlock additional technologies “**Combat Talents**” for each troop type.
- There are 3 statues: **Melee Statue**, **Sharpshooter Statue** and **Cavalry Statue**.

#### How does S3 Research - Statue work?

- Statues are unlocked in **Season 3**.
- Your **Town Hall** need to be **level 25** to unlock the statues.
- You need to level up the statues in order to do higher level talents technologies.
- Combat Talents will work in all maps.



version 3.13.1  
Information displayed here maybe  
subject to change in future updates

THE WALKING®  
**DEAD**  
SURVIVORS

ptels

## Statue Flasks

### Melee

# STATUE FLASK – MELEE



Level	1 - 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Knock Out	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Block	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Top Shape	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Preemptive Strike	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Dodge	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Unyielding	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Shooter Crackdown	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Total																	19950



version 3.13.1  
Information displayed here maybe  
subject to change in future updates

ptels

## Cavalry

# STATUE FLASK – CAVALRY



Level	1 - 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Forward Charge	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Backward Kick	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Energetic	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Preemptive Blow	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Stagger	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Endurance	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Melee Crackdown	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Total																	19950



version 3.13.1  
Information displayed here maybe  
subject to change in future updates

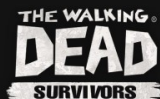
ptels

## Sharpshooter

# STATUE FLASK – SHARPSHOOTER



Level	1 - 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Hail of Bullets	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Stance	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Focus	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Parry	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Rigor	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Concentration	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Cavalry Crackdown	-	110	120	130	140	150	160	170	180	190	200	220	240	260	280	300	2850
Total																	19950



version 3.13.1  
Information displayed here maybe  
subject to change in future updates

ptels

Correct as of 3.13.1

