SEASON 3

Community Buildings

Attention: The Season Prosperity Requirements in S3 changed lately. They are now the same as in S4, see https://twds.wiki/books/seasons-details/page/season-4



Name	Level	High Lv. Walker	Low Lv. Walker	Season Prosperity Requirement	Season Prosperity Gain
Tanker Truck	11	Lv. 23 x 30	Lv. 21 x 300	100	500
Chemical Warehouse	12	Lv. 24 x 30	Lv. 22 x 400	800	1,000
Chemical Factory	13	Lv. 25 x 30	Lv. 23 x 500	2,000	2,500
Refinery	14	Lv. 26 x 30	Lv. 24 x 600	5,000	4,500
Crematorium	15	Lv. 27 x 50	Lv. 25 x 750	9,000	10,000

Survivor Camps

SEASON 3 - SURVIVOR CAMPS



Level	High Lv. Walker	Low Lv. Walker	Season Prosperity Gain
11	Lv. 20 x 30	Lv. 18 x 240	50
12	Lv. 21 x 30	Lv. 19 x 320	50
13	Lv. 22 x 30	Lv. 20 x 400	50
14	Lv. 23 x 30	Lv. 21 x 480	50
15	Lv. 24 x 50	Lv. 22 x 600	50

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