

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>



SEASON 3 - COMMUNITY BUILDINGS



| 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 |

TWD: SV2.4.2

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 |

TWD:SV2.4.2