

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