

COMMUNITIES

- Season 1
- Season 3

SEASON 1



V. 5.7.2

SEASON 1: COMMUNITIES

	Lv.1 Community	10 x Lv.12 Walkers 52,920 power required 100 x Lv.8 Walkers 13,300 power required
	Lv.2 Community	20 x Lv.14 Walkers 102,400 power required 200 x Lv.10 Walkers 27,840 power required
	Lv.3 Community	20 x Lv.17 Walkers 314,600 power required 300 x Lv.13 Walkers 74,360 power required
	Lv.4 Supermarket/Railway/Diner	30 x Lv.19 Walkers 493,500 power required 400 x Lv.15 Walkers 165,600 power required
	Lv.5 The Sanctuary	30 x Lv.21 Walkers 738,000 power required 500 x Lv.17 Walkers 314,600 power required

► This infographic presents the Community levels for Season 1. The amount of walkers and power required to clear is listed in the table above.

► All Communities can be set for a specific time and the event will last for a duration of 1 hour once the event time has been set.

SEASON 3



V. 5.7.2

SEASON 3: COMMUNITIES



	Lv.11 [Tanker Truck Storage]	50 x Lv.23 Walkers 1,554,000 power required 950 x Lv.21 Walkers 738,000 power required
	Lv.12 [Chemical Warehouse]	60 x Lv.24 Walkers 2,275,200 power required 1140 x Lv.22 Walkers 1,063,800 power required
	Lv.13 [Chemical Factory]	70 x Lv.25 Walkers 3,097,200 power required 1330 x Lv.23 Walkers 1,554,000 power required
	Lv.14 [Refinery]	90 x Lv.26 Walkers 3,840,000 power required 1520 x Lv.24 Walkers 2,275,200 power required
	Lv.15 [Crematorium]	100 x Lv.27 Walkers 4,296,600 power required 1900 x Lv.25 Walkers 3,097,200 power required

► This infographic presents the Community levels for Season 3. The amount of walkers and power required to clear is listed in the table above.

► All Communities can be set for a specific time and the event will last for a duration of 1 hour once the event time has been set.