

SULVION™

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SURVIVOR CAMPS

SEASON 1



V. 5.3.1

SEASON 1: SURVIVOR CAMPS



	Level 1	10 x Lv. 11 Walkers 38,850 power required 100 x Lv. 7 Walkers 9,765 power required
	Level 2	15 x Lv. 13 Walkers 74,360 power required 200 x Lv. 9 Walkers 9,090 power required
	Level 3	20 x Lv. 16 Walkers 241,960 power required 300 x Lv. 12 Walkers 52,920 power required
	Level 4	25 x Lv. 18 Walkers 401,700 power required 400 x Lv. 14 Walkers 102,400 power required
	Level 5	30 x Lv. 20 Walkers 610,750 power required 500 x Lv. 16 Walkers 241,960 power required

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

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

SEASON 2



V. 5.3.1

SEASON 2: SURVIVOR CAMPS



	Level 6	30 x Lv. 20 Walkers 610,750 power required 240 x Lv. 18 Walkers 401,700 power required
	Level 7	30 x Lv. 21 Walkers 738,000 power required 320 x Lv. 19 Walkers 493,500 power required
	Level 8	30 x Lv. 22 Walkers 1,063,800 power required 400 x Lv. 20 Walkers 610,750 power required
	Level 9	30 x Lv. 23 Walkers 1,554,000 power required 480 x Lv. 21 Walkers 738,000 power required
	Level 10	50 x Lv. 24 Walkers 2,275,200 power required 600 x Lv. 22 Walkers 1,063,800 power required

► This infographic presents the survivor camp levels for Season 2. The amount of walkers and power required to clear is listed in the table above.

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

COMMUNITIES

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.


SURVIVORS COSTS

Exp and Medal Requirements



Survivor EXP
&
Medal Requirements

#513 Sulvion

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Level	Exp	Medals	Level	Exp	Medals	Level	Exp	Medals
1	-	-	41	547,400	-	81	1,600,000	-
2	2,000	-	42	574,400	-	82	1,600,000	-
3	4,000	-	43	603,500	-	83	1,700,000	-
4	6,000	-	44	644,700	-	84	1,800,000	-
5	9,000	-	45	665,400	150	85	1,900,000	600
6	10,000	-	46	698,700	-	86	2,000,000	-
7	11,500	-	47	733,600	-	87	2,100,000	-
8	13,200	-	48	770,300	-	88	2,200,000	-
9	15,200	-	49	808,300	-	89	2,300,000	-
10	17,400	5	50	849,200	200	90	2,500,000	700
11	20,100	-	51	891,700	-	91	2,600,000	-
12	23,100	-	52	909,500	-	92	2,700,000	-
13	26,600	-	53	927,700	-	93	2,900,000	-
14	30,500	-	54	946,300	-	94	3,000,000	-
15	35,100	10	55	965,500	250	95	3,100,000	800
16	40,400	-	56	984,500	-	96	3,300,000	-
17	46,500	-	57	1,000,000	-	97	3,500,000	-
18	53,500	-	58	1,000,000	-	98	3,700,000	-
19	61,500	-	59	1,000,000	-	99	3,800,000	-
20	70,700	15	60	1,000,000	300	100	4,000,000	1,000
21	81,300	-	61	1,000,000	-	101	10,000,000	-
22	89,500	-	62	1,100,000	-	102	10,200,000	-
23	98,400	-	63	1,100,000	-	103	10,300,000	-
24	108,300	-	64	1,100,000	-	104	10,500,000	-
25	119,100	50	65	1,100,000	350	105	10,600,000	2,000
26	131,000	-	66	1,200,000	-	106	10,800,000	-
27	144,100	-	67	1,200,000	-	107	11,000,000	-
28	158,500	-	68	1,200,000	-	108	11,100,000	-
29	174,400	-	69	1,200,000	-	109	11,300,000	-
30	191,800	60	70	1,200,000	400	110	11,500,000	2,200
31	211,000	-	71	1,300,000	-	111	11,600,000	-
32	232,100	-	72	1,300,000	-	112	11,800,000	-
33	255,300	-	73	1,300,000	-	113	12,000,000	-
34	280,900	-	74	1,400,000	-	114	12,200,000	-
35	309,000	80	75	1,400,000	450	115	12,400,000	2,400
36	339,900	-	76	1,400,000	-	116	12,500,000	-
37	373,900	-	77	1,500,000	-	117	12,700,000	-
38	411,300	-	78	1,500,000	-	118	12,900,000	-
39	452,400	-	79	1,500,000	-	119	13,100,000	-
40	497,600	100	80	1,500,000	500	120	13,300,000	2,600
Total EXP		331,276,800	Total Medals		15,220			

Version: 4.2.0.

WAR CARTS

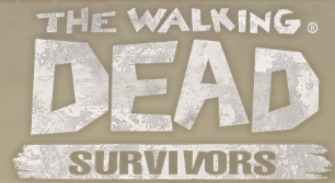


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WAR CARTS



V: 5.9.0

Elite Warriors	Magna's Crew	Tyrants	Violent Minds	The Savivors	Family Unity
Shiva	Goliath	Flames Of Fear	Killer's Collection	Judge Death	Miracle Medic
The Whisperers	Love Triangle	Freedom Fighters	Hometown Heroes	Prison Recon	Fearless Fighters
Dangerous Delivery	Love Triangle Weapon	Spear Launcher	Net Tossor	Battering Ram	Double Damage Crossbow
Melee Crate XL	Gun Crate XL	Terror Launcher	Epic Supply Of Molotov Cocktails	Epic Supply Of Traps	Epic Supply of Guns
War Horn	Invincibility Shield Collection	Dreaded Crossbow	Rare Supply Of Molotov Cocktails	Rare Supply Of Molotov Cocktails	Rare Supply Of Guns
			Uncommon Supply Of Molotov Cocktails	Uncommon Supply Of Traps	Uncommon Supply Of Guns

There are a total of 27x War Carts.

- 12x War Carts have been designated Chemistry based on game recommendation.
- 3x Legendary War Carts have troop specific conditions.
- The remaining 12x War Carts have no conditions ranging from Legendary - Uncommon.

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