



# 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.

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