

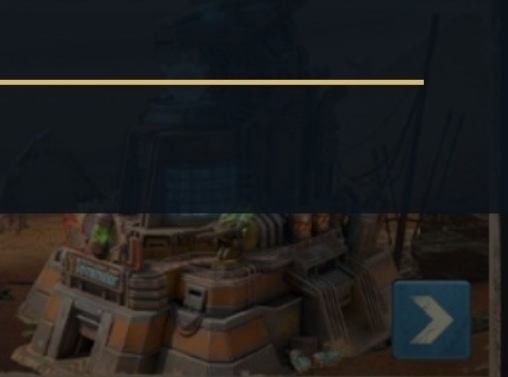
After the Season officially begins, use the following Skins and Heroes to receive extra bonuses!

Z ROUTE REDEMPTION

SEASON 1

COMPLETE STRATEGY HANDBOOK

1. Radiated Land
2. Unlock the Skill "Gamma Taint".
3. Commanders who Like your Base receive rewards.



Aria

Damage to monsters +5%



Monroe



COMMUNITY EDITION

Version 3.0 | August 2026

Welcome to Season 1

Season 1 transforms Z Route Redemption into a full Alliance campaign across the Radiated Land. Commanders develop temporary seasonal systems, build Virus Resistance, manage infection, complete new missions and fight for territory that strengthens the entire Alliance.

This handbook is a practical reference for players throughout the season. It explains the main systems in the order they become important, then provides strategy, battle routines and quick checklists that can be used from the opening week through to settlement.

Season 1 focus	What it means
Seasonal progression	Build temporary facilities, earn Class EXP and increase Virus Resistance.
Alliance expansion	Capture Military Strongholds, Outposts and Cities to extend territory and earn Influence.
Infection warfare	Manage Toxin, build Immunity, treat allies and spread infection during relevant combat.
Coordinated battles	Relocate early, fill rallies quickly, reinforce objectives and follow a clear plan.

CORE PRINCIPLE

Season 1 rewards steady progression and organised teamwork. Prepare for the next unlock instead of reacting after it arrives.

Season 1 at a Glance

Use this page as the quickest possible summary of the season. These priorities remain important from the opening day through to the final settlement.

Priority	Action
1	Check the Season 1 event screen every day and prepare for the next unlock.
2	Keep the Protein Refinery and Virus Lab progressing.
3	Increase Virus Resistance before stronger enemies and objectives open.
4	Complete Radar quests, Season Quests, Milestones and daily seasonal events.
5	Manage Toxin and treat infected allies before important battles.
6	Protect Hospital and Emergency Center capacity before open world fighting.
7	Follow Alliance routes, relocation instructions and rally assignments.
8	Fight for objectives and preserve enough troops for the next battle.

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CHAPTER 1

Understanding Season 1

The Radiated Land, seasonal progression and the Alliance campaign.

A Shared Campaign

Season 1 shifts the focus from individual account growth to coordinated Alliance progression. Every commander still develops their own account, but the most valuable objectives require a connected territory route, organised rallies and consistent participation from many members.

The Radiated Land introduces seasonal buildings, seasonal resources, Class progression, Virus Resistance, Toxin, Immunity and a new set of missions and events. These systems support one another. Falling behind in one area can make later infected enemies, Outposts and Cities much harder to complete efficiently.

How the Season Differs from Normal Play

- Virus Resistance becomes essential against stronger infected enemies and seasonal objectives.
- Seasonal buildings and resources exist for the duration of the season.
- Military Strongholds create connected Alliance territory and provide the route required to reach Cities.
- Alliance Contribution records Clearance, Capture, Kills and Infection activity.
- Qualifying City captures create Alliance Loot that is distributed through the contribution interface.

What Success Looks Like

Area	Player focus
Progression	Maintain seasonal buildings, resources, Class EXP, quests and Virus Resistance.
Alliance activity	Join rallies, complete Milestones, follow the connected route and support captures.
Battle readiness	Preserve troops, manage infection, relocate early and follow the current objective.

How to Use This Handbook

Read Chapters 2 to 7 before the season begins. Use Chapters 8 to 12 as a daily reference as features unlock. Review Chapters 13 and 14 before major territorial objectives, and return to Chapter 16 before the season closes so temporary systems and rewards are handled correctly.

Chapter Summary

- Season 1 combines individual progression with shared Alliance objectives.
- Virus Resistance, infection control, territory and troop preservation all matter.
- Prepare for the next unlock while remaining ready to support the current Alliance plan.

CHAPTER 2

Season Timeline and Weekly Unlocks

An eight week planning framework controlled by the live Season 1 event screen.

The Season Schedule Sets the Pace

The Season 1 event screen shows current seasonal tasks, active features, upcoming events, weekly side quests and available rewards. Check it before committing resources, planning expansion or preparing for a major battle.

PLANNING RULE

The live Season 1 event screen overrides any general roadmap. Use the weekly framework below for preparation, not as a replacement for the active schedule.

Eight Week Planning Framework

Week	Season phase	Primary focus
1	Learning the systems	Establish daily routines, build seasonal facilities and understand infection mechanics.
2	Building progress	Increase production, Virus Resistance and Class progression.
3	Alliance expansion	Extend connected territory and prepare routes towards stronger objectives.
4	Wider competition	Protect key routes, review diplomacy and prepare for contested objectives.
5	Major objectives	Concentrate attendance, rally strength and recovery resources.
6	Sustained progression	Defend holdings, recover troops and keep the active majority progressing.
7	Final ranking push	Prioritise high value objectives and maintain reliable participation.
8	Conclusion	Secure final Influence, complete rewards and prepare temporary systems for settlement.

Prepare One Week Ahead

- Review the next expected unlock before it arrives.
- Check whether Virus Resistance is keeping pace with the next enemy or objective.
- Keep Hospital space, stamina and relocation items ready for scheduled activity.
- Read Alliance notices for target times, rally leaders and relocation areas.
- Use quiet periods to recover troops and prepare for the next major window.

After Each Reset

1. Claim available seasonal rewards.
2. Review newly opened tasks and events.
3. Check whether the next objective requires additional Virus Resistance or relocation.
4. Adjust the daily routine to include any newly unlocked feature.

Chapter Summary

- Use the live season schedule as the source for current timing.
- The eight week framework helps players prepare for progression, recovery and major unlocks.

CHAPTER 3

Preparing for Season 1

Resources, troops, communication and daily readiness before the Radiated Land opens.

Ordinary Resources

Keep food, iron and other ordinary resources available. Seasonal systems create new priorities, but troop recovery, training and normal account upgrades still require a stable resource reserve.

Speed Ups

Save a practical supply of speed ups for troop training, healing and important supporting upgrades. Avoid exhausting every speed up immediately before the season begins.

Troops and Hospitals

Enter the season with a healthy troop reserve and as much free Hospital capacity as practical. Large open world objectives can create casualties quickly, and a full Hospital increases the risk of permanent losses.

Stamina

Keep stamina available for seasonal monsters, Radar activity and event objectives. Review the active event screen before spending large amounts on unrelated activity.

Alliance Communication

Know where Alliance notices and battle instructions will be posted. Read the latest message before relocating, joining a rally or attacking a territorial objective.

Relocation Items

Save teleports for Military Stronghold, City and cross warzone positioning. Relocating early reduces march times and helps the Alliance organise before the objective opens.

Squad Preparation

Repair your strongest squads, maintain a useful troop reserve and know which squad you will use for monster activity, rallies and reinforcement. Seasonal bonuses should support a strong existing line up rather than replace it automatically.

Daily Activity Preparation

Season 1 rewards regular activity. Prepare to collect seasonal production, complete Radar and Season Quests, join rallies and check the event screen each day rather than relying on occasional catch up sessions.

A Simple Daily Routine

1. Check the Season 1 event screen and Alliance notices.
2. Collect seasonal production.
3. Complete Radar and available Season Quests.
4. Join seasonal rallies and event activity.
5. Review Virus Resistance, Toxin and troop readiness.
6. Prepare for the next scheduled objective.

Chapter Summary

- Keep ordinary resources, speed ups, stamina and relocation items available.
- Enter the season with troops ready and Hospital space available.
- Know the Alliance communication channel and follow a repeatable daily routine.

CHAPTER 4

Virus Resistance, Toxin and Immunity

Three connected systems that control progression, infection and recovery.

Virus Resistance

Virus Resistance is seasonal progression gained through the Virus Lab. When Resistance is insufficient, attacking zombies may cause infection. Some infected enemies can also apply a fixed number of virus stacks regardless of Resistance.

Treat Virus Resistance as a gate for the next stage of the map. Upgrade it steadily instead of waiting until the Alliance is ready to attack an objective that you cannot support.



Figure 1. Gamma Virus rules showing Virus Resistance, infected enemies and allied curing.

Toxin

Defeating monsters, battling players and Virus Outbreak periods can add Toxin layers. Reaching Toxin thresholds triggers debuffs that reduce effectiveness during prolonged fighting.

Immunity

Immunity is the positive counterpart to Toxin. Allied healing increases Immunity layers, and reaching specified thresholds provides buffs.

Curing Allies

A Recon Aircraft can be sent to an infected ally to remove virus stacks. Players can share coordinates and cure each other directly without waiting for Alliance leadership.

Healing allies also contributes under the Infection category of Alliance Contribution, making treatment useful for both recovery and seasonal participation.

Virus Outbreak

Virus Outbreak periodically applies Toxin to players in the open world. Check infection levels regularly and avoid beginning a major battle with heavily infected rally leaders or defenders.

Infection Management Routine

1. Check Toxin before important rallies or declarations.
2. Share coordinates when treatment is needed.
3. Treat heavily infected rally leaders and key defenders first.
4. Build Immunity before extended combat where possible.
5. Continue upgrading Virus Resistance throughout the season.

Chapter Summary

- Virus Resistance supports progression against stronger infected content.
- Toxin can trigger debuffs, while Immunity can provide buffs.
- Players can cure each other with the Recon Aircraft and earn Infection Contribution through healing.

CHAPTER 5

Seasonal Resources

The production loop that powers Virus Resistance and Class progression.

The Main Resource Loop

SEASONAL LOOP

Uranium Crystal → Protein Refinery → Immune Protein → Virus Lab → Virus Resistance

Resource or building	Primary purpose
Uranium Crystal	Builds and upgrades the Protein Refinery.
Protein Refinery	Produces Immune Protein.
Immune Protein	Builds and upgrades the Virus Lab.
Virus Lab	Increases Virus Resistance.



Figure 2. Seasonal buildings and resources, including Immune Protein, Uranium Crystal, Protein Refinery and Virus Lab.

Uranium Crystal

Uranium Crystal is earned through displayed seasonal activities and rewards. It is used to build and upgrade the Protein Refinery.

Protein Refinery

The Protein Refinery produces Immune Protein. Upgrade it when additional production will support the next stage of Virus Resistance progression.

Immune Protein

Immune Protein is produced by the Protein Refinery and can also appear in seasonal rewards. It is used to build and upgrade the Virus Lab. Unused Immune Protein converts into Class EXP when the season ends.

Virus Lab

The Virus Lab consumes Immune Protein and increases Virus Resistance. Its upgrades directly affect your ability to participate in stronger seasonal content.

Daily Production Routine

1. Collect all available seasonal production.
2. Use Uranium Crystal on worthwhile Protein Refinery progress.
3. Spend Immune Protein on the Virus Lab when additional Resistance is needed.
4. Check Season Quests and active rewards for additional seasonal resources.
5. Avoid leaving production inactive for long periods.

Prioritising Resources

- Remove the next Virus Resistance bottleneck first.
- Upgrade production early enough to benefit from the additional output.
- Use the live event screen to compare immediate progression with end of season conversion value.
- Review seasonal shop and Pass rewards without treating optional purchases as required progression.

Chapter Summary

- Uranium Crystal upgrades the Protein Refinery.
- The Protein Refinery produces Immune Protein.
- Immune Protein upgrades the Virus Lab, which increases Virus Resistance.
- Unused Immune Protein converts into Class EXP when the season ends.

CHAPTER 6

Emergency Center

Reducing permanent troop losses during eligible open world battles.

The Emergency Center reduces permanent troop losses during eligible open world battles. It operates separately from the Hospital and must be managed as its own casualty system.

How the Emergency Center Works

During qualifying open world combat, a percentage of soldiers who would otherwise be permanently lost becomes Severely Wounded Soldiers. These soldiers are held inside the Emergency Center and can be rescued using food and iron.

Saved Soldier Ratio

The saved soldier ratio determines the percentage of eligible losses converted into Severely Wounded Soldiers. Improving the building increases the protection provided during qualifying battles.

Severely Wounded Capacity

The Emergency Center has a maximum capacity. Once it is full, additional eligible soldiers are permanently lost. Check capacity before and during heavy fighting.

Rescue Cooldown

Rescuing soldiers starts a cooldown. A rescue restores the held soldiers immediately, but the cooldown affects when the next rescue can be performed.

What Upgrades Improve

Upgrades improve the saved soldier ratio, Severely Wounded capacity and other displayed building values, including rescue timing where shown.

Hospital and Emergency Center

System	Purpose
Hospital	Holds normal wounded soldiers created through combat.
Emergency Center	Holds eligible Severely Wounded Soldiers saved from otherwise permanent open world losses.

WARNING

When the Emergency Center is full, additional eligible soldiers are permanently lost. Do not assume free Hospital space protects the Emergency Center.

When to Rescue

Consider the number of soldiers waiting, remaining capacity, rescue cost, cooldown and timing of the next major battle. Rescuing too early can leave the building on cooldown when a larger group of soldiers needs recovery.

Chapter Summary

- The Emergency Center is separate from the Hospital.
- It saves a percentage of eligible open world losses as Severely Wounded Soldiers.
- Capacity and cooldown should be checked throughout major fighting.
- Soldiers beyond the maximum capacity are permanently lost.

CHAPTER 7

Classes and Profession Skills

Class progression through the Class Hall, Class EXP and Skill Points.

Overview

Season 1 introduces Class progression through the Class Hall. Players choose between Engineer and War Leader, earn Class EXP and use Skill Points to develop the selected Class.

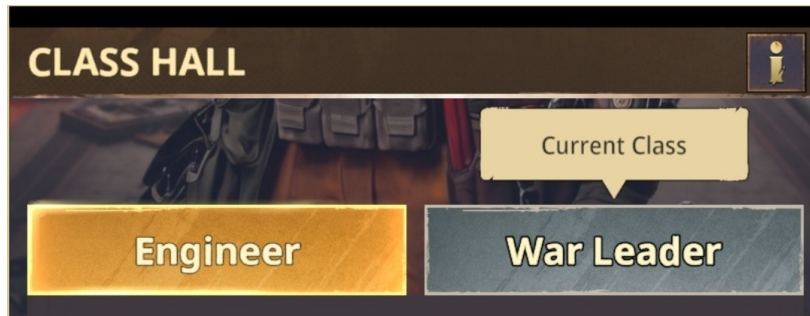


Figure 3. The Class Hall showing Engineer and War Leader selection.

Class Hall

The Class Hall is the seasonal building used to select and manage Engineer or War Leader. Open the Class Hall to review the available Class information before confirming a choice.

Class EXP

Class EXP increases Class progression. It can be earned through confirmed seasonal activities and from the end of season conversion of unused Immune Protein.

Skill Points

Increasing Class progression provides Skill Points. Review the available options in the Class Hall and spend points on effects that support how you intend to play.

Choosing a Class

There is no single Class that suits every player. Review Engineer and War Leader, then choose the option whose available effects best support your preferred role, activity level and contribution to Alliance objectives.

Class Reset Certificate

A Class Reset Certificate is available through the Class system. Read the current in game rules before using it so you understand the displayed reset result.

Class Progression Routine

1. Open the Class Hall and review current progression.
2. Complete seasonal activity that provides Class EXP.
3. Check for available Skill Points.
4. Review the current Class options before spending points.
5. Return to the Class Hall after major progression milestones.

Chapter Summary

- The Class Hall manages Engineer and War Leader.
- Class EXP increases Class progression and provides Skill Points.
- Choose a Class based on the role and playstyle you intend to use.
- Read the current rules before using a Class Reset Certificate.

CHAPTER 8

Radar, Season Quests and Exploration

Daily exploration choices, hidden statistics, Titles and seasonal resource rewards.

Seasonal Radar Exploration

One seasonal Radar Exploration Quest becomes available each day. These quests use text based choices rather than normal combat and can produce different outcomes.

Choices and Hidden Statistics

Each exploration event presents choices. Those choices affect hidden statistics that eventually determine a Title. The complete hidden values are not shown, so players should choose the response that best matches the result they want to pursue.

Titles

The Title produced through exploration can be shared. Different choices can lead players towards different Titles, making Radar exploration a continuing seasonal storyline rather than a single daily reward screen.

Accumulated Quests

Incomplete seasonal exploration quests accumulate and can be completed later. Completing them regularly is still recommended so a large backlog does not develop.

Wandering Merchant

The Wandering Merchant can appear during certain Radar Exploration events and offers limited time items and packs. Review the live offer before spending and compare it with your current progression priorities.

Season Quests

Season Quests are separate seasonal tasks that provide seasonal resource rewards. Check the active quest list and complete the objectives that support current building and Virus Resistance progress.

Simple Exploration Routine

1. Open Radar and complete the available seasonal exploration quest.
2. Read each choice before selecting a response.
3. Review the resulting story outcome and Title progress.
4. Check whether the Wandering Merchant appears.
5. Complete available Season Quests and claim their resource rewards.

Chapter Summary

- One seasonal Radar Exploration Quest becomes available each day.
- Choices affect hidden statistics and eventually determine a Title.
- Unfinished exploration quests accumulate.
- Season Quests provide seasonal resource rewards.

CHAPTER 9

Seasonal Events and Boosts

World Boss activity, Milestones, Outposts, Radiated Zombies and seasonal bonuses.

Season 1 World Boss

The World Boss appears with seasonal presentation and slightly increased ranking and daily rewards. Complete available attempts and claim rewards through the active event screen.

Season Milestones

Season Milestones are shared Alliance tasks. Progress is created through the combined activity of members, and completed Milestones provide Alliance rewards.

Purge Operation

Purge Operation ranks players by the highest level Radiated Zombie defeated. When players defeat the same level, the faster first completion time ranks higher. Rankings settle daily and rewards are delivered through Mail.

Raid the Radiated Zone

Raid the Radiated Zone is an Alliance event based on capturing Level 1 to Level 10 Outposts. Higher level Outposts require stronger Virus Resistance and better coordinated attacks.

- Daily ranking is based on the highest Outpost captured.
- Daily rewards are delivered after settlement.
- The event has a daily capture limit and a maximum holding limit.
- An Outpost can be abandoned to create space for another capture.
- Check the live event screen for the active limits.

Virus Outbreak

Virus Outbreak periodically applies Toxin to players in the open world. Review infection before scheduled rallies and arrange treatment when required.

Season Boosts

Aria, Monroe, Leah and Yana each provide a 5% Damage to Monsters bonus during Season 1. Use a boosted hero where that hero already fits a strong squad.

The Gamma Terminator base skin increases Maximum Virus Stacks by 50, unlocks Gamma Taint and provides Like rewards to commanders who interact with the base.

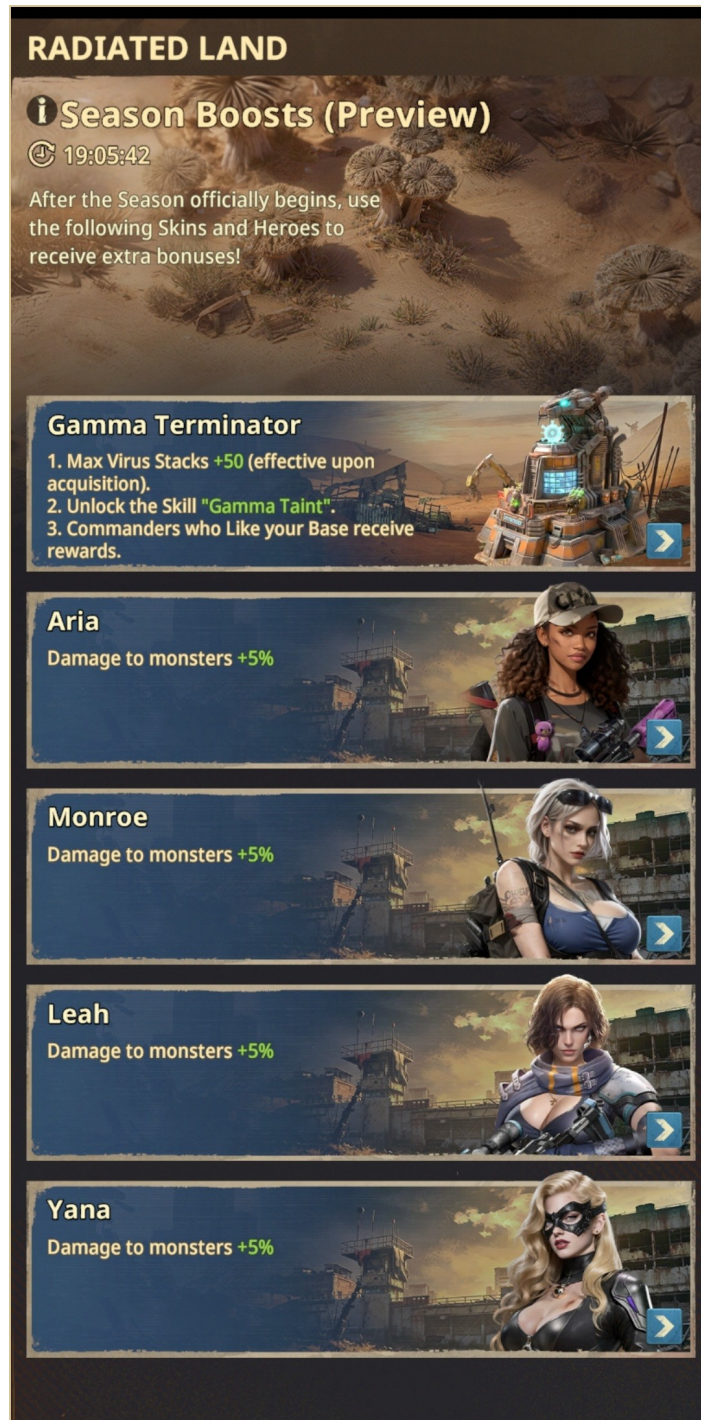


Figure 4. Season boosts for Gamma Terminator, Aria, Monroe, Leah and Yana.

Daily Event Routine

1. Check which seasonal events are active.
2. Complete World Boss attempts where available.
3. Contribute to Alliance Milestones.
4. Attempt the highest practical Radiated Zombie in Purge Operation.
5. Join the assigned Outpost capture during Raid the Radiated Zone.
6. Claim ranking and settlement rewards through Mail.

Chapter Summary

- Seasonal events provide daily and Alliance progression.
- Purge Operation ranks by Radiated Zombie level and first completion time.
- Raid the Radiated Zone uses Level 1 to Level 10 Outposts and active capture limits.
- Aria, Monroe, Leah and Yana provide a 5% Damage to Monsters bonus.

CHAPTER 10

Strongholds, Outposts and Cities

Connected territory, event objectives, Alliance Influence and expansion routes.

Season 1 territory is built through Military Strongholds, Outposts and Cities. Military Strongholds establish and extend connected Alliance territory, Outposts are captured during Raid the Radiated Zone, and Cities provide Influence while increasing the Military Stronghold limit.

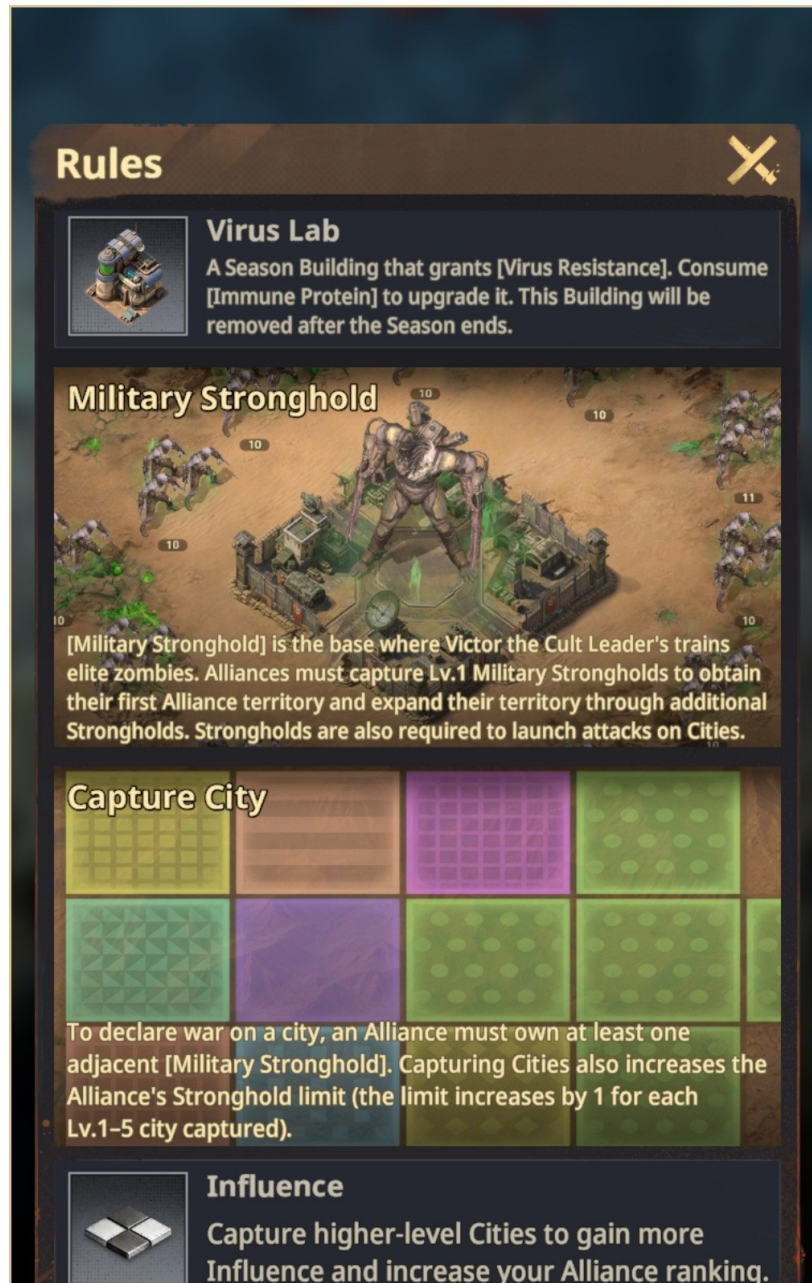


Figure 5. Military Stronghold, adjacent City declaration and Alliance Influence rules.

Military Strongholds

A Military Stronghold is a base where Victor the Cult Leader trains elite zombies. Capturing a Level 1 Military Stronghold establishes the Alliance's first territory. Additional Strongholds extend that territory and create the route required to attack Cities.

- Establish Alliance territory.
- Extend the connected route.
- Provide access to adjacent Cities.
- Allow the Alliance to expand towards higher value objectives.

Connected Territory

Military Strongholds should form a connected route towards the intended City. Follow the marked route, relocate near the correct objective and avoid attacking unrelated targets that do not support the planned expansion.

Capturing Cities

The Alliance must own at least one adjacent Military Stronghold before it can declare war on a City.

1. Capture the required Military Stronghold.
2. Extend the connected route until it reaches the intended City.
3. Confirm that an owned Stronghold is adjacent to the City.
4. Declare war when the City becomes available.
5. Defeat the Neutral City Garrison NPC squads and destroy City Defence.
6. Secure the City and protect the route supporting it.

Military Stronghold Limit

The Alliance can hold a limited number of Military Strongholds. Capturing each Level 1 to Level 5 City increases that limit by one. Older or less useful Strongholds may be abandoned when they no longer support the active route.

Alliance Influence

Higher level Cities provide more Alliance Influence. Influence affects City Contest ranking and final seasonal rewards, making route planning and City selection more important than capturing every available objective.

Outposts

Outposts are captured during Raid the Radiated Zone. They range from Level 1 to Level 10, with higher levels requiring stronger Virus Resistance and better coordinated attacks. The event has daily capture and holding limits, and Outposts can be abandoned to create space.

Objective Roles

Objective	Primary purpose
Military Stronghold	Creates and extends connected Alliance territory.
Outpost	Provides Raid the Radiated Zone progress, ranking value and bonuses.
City	Provides Alliance Influence and increases the Military Stronghold limit.

IMPORTANT

Do not assume capturing an Outpost automatically creates the connected territory required for a City declaration.

Alliance City List

The Alliance City List displays captured Outposts and Cities, the bonuses they provide and current Alliance Influence. Review it before selecting the next objective.

Preparing for a Capture

- Read the latest objective notice and confirm the target.
- Relocate early and check Virus Resistance.
- Repair squads and review Hospital and Emergency Center capacity.
- Know the priority rally leader and keep enough troops available.

After a Capture

- Heal and rescue troops.
- Review the connected route and the next objective.
- Check the Military Stronghold limit and current Influence.

- Relocate or defend the route when instructed.

Chapter Summary

- Military Strongholds establish and extend connected territory.
- An adjacent owned Military Stronghold is required before declaring on a City.
- Cities provide Influence and increase the Military Stronghold limit.
- Outposts are separate event objectives captured during Raid the Radiated Zone.

CHAPTER 11

Alliance Contribution and Alliance Loot

Clearance, Capture, Kills, Infection and the rewards created through qualifying City captures.

Season 1 records individual activity through the Alliance Contribution system. Contribution is divided into Clearance, Capture, Kills and Infection, helping show how players have participated throughout the season.

Clearance

Clearance records eligible kills against seasonal enemies.

- Infected Zombies.
- Military Outpost Garrison squads.
- Military Outpost Garrison squads in other Warzones.
- Mutant monster squads.
- Doom Elites.
- Doom Wanderer monster squads.

Capture

Capture records activity against City defenders, including defeating Neutral City Garrison NPC squads and destroying Neutral City Defence in qualifying objectives and other Warzones.

Kills

Kills records Level 1 to Level 10 enemy soldiers eliminated during eligible cross Warzone combat.

Infection

Infection records healing virus for Alliance members and spreading virus to Commanders in other Warzones. Players can build useful Contribution without being the strongest rally leader.

Contribution Categories

Category	Activities
Clearance	Defeating infected enemies, Military Outpost Garrison squads, Mutant squads, Doom Elites and Doom Wanderers.
Capture	Defeating Neutral City Garrison NPC squads and destroying Neutral City Defence.
Kills	Eliminating Level 1 to Level 10 Soldiers from other Warzones.
Infection	Healing allies and spreading virus to Commanders in other Warzones.

Contribution Leaderboard

The Contribution leaderboard displays player activity across all four categories. The leaderboard itself does not provide automatic ranking rewards. Rewards connected to Contribution are distributed through the separate Alliance Loot system.

IMPORTANT

A high Contribution ranking does not automatically send a reward. Alliance Loot must be manually allocated through the in game system.

Where Alliance Loot Comes From

- The first time the Alliance captures a City.
- Capturing a City in another Warzone.

How Alliance Loot Is Distributed

Alliance Loot is manually allocated by an R4 or R5 through the Contribution leaderboard interface.

- Up to 100 Loot can be allocated in one distribution.
- The current remaining maximum can be distributed when fewer than 100 are available.
- The same player can receive more than one allocation.
- Rewards are delivered through Mail.
- Loot received from different Contribution leaderboards accumulates under the relevant category.

Alliance Loot Records

Players can review their total Loot received, previous allocations and the Records page. Leaving an Alliance and later returning does not remove the original Loot data.

Player Contribution Routine

1. Check the current seasonal objective.
2. Participate in the activities that support that objective.
3. Join City and Outpost rallies when available.
4. Help cure infected Alliance members.
5. Participate in eligible cross Warzone combat.
6. Review the Contribution screen and check Mail after Loot is distributed.

Chapter Summary

- Alliance Contribution is divided into Clearance, Capture, Kills and Infection.
- The leaderboard does not provide automatic ranking rewards.
- Alliance Loot comes from first time and cross Warzone City captures.
- R4 or R5 manually distributes Loot, and allocations remain visible in Records.

CHAPTER 12

Alliance Resource Gathering

Temporary Alliance resource nodes generated through seasonal Elite Monster rallies.

Season 1 adds temporary Alliance resource nodes that can appear after seasonal Elite Monster rallies. Alliance members can gather from these nodes to receive resources.

How Resource Nodes Appear

Rallying a seasonal Elite Monster has a chance to generate an Alliance resource node. The node does not appear after every rally. When a node is generated, Alliance members can locate it and send a squad to gather.

Daily Trigger Limit

Each Alliance member can trigger the resource node drop only once per day. This limit applies to generating the node and does not mean every Elite Monster rally will create one.

IMPORTANT

A player can trigger one resource node per day, but the drop is chance based and is not guaranteed.

Joining Elite Monster Rallies

- Check that the rally is targeting a seasonal Elite Monster.
- Use a suitable squad and make sure enough troops are available.
- Fill active rallies quickly.
- Check the map after the rally for a generated resource node.

Gathering from a Resource Node

1. Open the node on the world map.
2. Check whether gathering space is available.
3. Select a squad that is not required for an immediate battle.
4. Send the squad to gather and allow the march to complete where possible.
5. Collect the returned resources when the squad reaches your base.

Triggering and Gathering Are Different

Action	Meaning
Triggering a node	A seasonal Elite Monster rally causes an Alliance resource node to appear.
Gathering a node	A player sends a squad to collect resources from an existing node.

Daily Routine

- Join eligible seasonal Elite Monster rallies.
- Check whether your daily trigger has occurred.
- Watch the world map for new Alliance resource nodes.
- Gather when a node is available.
- Return gathering squads before an important scheduled objective.

Chapter Summary

- Seasonal Elite Monster rallies can generate temporary Alliance resource nodes.
- The resource node drop is chance based.
- Each member can trigger one node per day, while gathering remains a separate action.

CHAPTER 13

Alliance Teamwork and Strategy

Practical teamwork for objectives, rallies, support and sustained participation.

Season 1 objectives require many players to work towards the same result. A few powerful accounts can lead strong rallies, but they cannot capture and defend every objective alone.

Understand the Main Objective

- What the target is.
- When it opens.
- Where to relocate.
- Which rallies to join.
- Whether the Alliance is attacking, defending or preparing a route.

Avoid dividing attention between several unrelated targets. Attacking somewhere else can waste troops and reduce participation at the main objective.

Read the Latest Instructions

Plans can change when an objective becomes unavailable, another Alliance blocks the route, the holding limit is reached or a more valuable target becomes possible. Check the latest notice before moving or attacking.

Relocate Early

Moving to the designated area before the objective opens reduces march times, improves reinforcement and keeps the Alliance together.

Fill Priority Rallies

1. Confirm the target.
2. Check the rally leader.
3. Use your strongest suitable available squad.
4. Join quickly.
5. Remain ready for the next rally.

Reinforcement and Support

- Filling rallies.
- Reinforcing key players.
- Defending important positions.
- Helping cure infected members.
- Sharing enemy or target locations.
- Gathering from Alliance resource nodes.
- Protecting connected territory.

Protect the Connected Route

Military Strongholds create the route needed to reach Cities. Losing one key Stronghold can interrupt access to several later targets, so the route leading to a City may be as important as the City itself.

Fight for the Objective

Avoid chasing isolated enemy bases when doing so removes your squad from an important capture or defence. Holding a position, delaying an enemy march, reinforcing an ally or preserving troops for the next objective can be more valuable than personal kill totals.

Be Ready to Adapt

- Stop attacking the old target when the plan changes.
- Move to the replacement objective.
- Preserve remaining troops.
- Heal and rescue soldiers.
- Regroup with the Alliance.

Recover Between Objectives

1. Heal Hospital troops.
2. Check the Emergency Center.
3. Repair squads.
4. Replace lost troops where possible.
5. Review Toxin and Immunity.
6. Check the next scheduled objective.

Consistent Participation

Season 1 lasts several weeks. Regular involvement is more useful than one large burst followed by inactivity. Focus on daily seasonal progression, important captures, relocation periods, troop recovery and helping other Alliance members.

Chapter Summary

- Understand the current objective and read the latest instructions.
- Relocate early and fill priority rallies quickly.
- Support key players, connected territory and troop recovery.
- Remain useful throughout the full season.

CORE PRINCIPLE

Every player has a useful role, regardless of account power.

CHAPTER 14

PvP and City Battle Strategy

Objective based combat, rally discipline, reinforcement and troop preservation.

Player versus Player combat becomes more important as Alliances begin contesting the same Military Strongholds, Cities and strategic routes. Every attack, reinforcement and defensive action should support the current objective.

Fight for the Objective

- Capture a City.
- Defend a Military Stronghold.
- Protect a connected route.
- Delay an enemy advance.
- Support a rally leader.
- Remove pressure from an important position.

Avoid chasing enemy bases when doing so pulls your squad away from the main battle.

Prepare Before the Battle

- ☐ Read the latest battle instructions.
- ☐ Relocate to the designated area.
- ☐ Repair your strongest usable squads.
- ☐ Clear Hospital space.
- ☐ Check Emergency Center capacity.
- ☐ Review Virus Resistance, Toxin and Immunity.
- ☐ Keep teleports and recovery resources available.

Stay with the Main Group

Remaining close to the main Alliance group reduces march times and makes reinforcement easier. Move with the Alliance when the battle shifts to another part of the map.

Rally Discipline

- Join the named rally leader.
- Fill priority rallies quickly.
- Use an appropriate available squad.
- Avoid starting competing rallies unless instructed.
- Prepare to join again after the rally returns.

Protect Rally Leaders and Key Defenders

Strong rally leaders and important defenders may become priority targets. Reinforce their bases, fill their rallies quickly, stay close enough to respond and replace lost reinforcements when required.

Attacking Enemy Bases

Attack an enemy base only for a clear strategic reason, such as removing a threat beside the objective, interrupting reinforcement, clearing relocation space or protecting a rally leader. Unnecessary attacks can fill the Hospital and leave squads unavailable for the main objective.

Defending Territory

Holding a Military Stronghold, City or strategic position can deny opportunities to an opponent and buy time for reinforcements. Defence can be more valuable than launching another attack.

City Battle Priorities

1. Defeat Neutral City Garrison NPC squads.
2. Destroy City Defence.
3. Protect rally leaders.
4. Prevent enemy interference.
5. Maintain enough troops to continue the attack.

Watch Your Casualties

Reduce or stop attacking when the Hospital is close to capacity, the Emergency Center is nearly full, your strongest squads are no longer effective or the battle plan has changed.

Know When to Disengage

- A stop or regroup instruction is given.
- The objective has been lost or abandoned.
- The Alliance changes to another target.
- Casualty capacity is unsafe.
- Troops are needed for a later objective.

After the Battle

1. Stop attacks on the previous target.
2. Heal Hospital troops and check the Emergency Center.
3. Repair squads and review remaining troop strength.
4. Check infection status.
5. Read the next instruction and relocate when required.

Chapter Summary

- Fight for Cities, Military Strongholds and connected territory.
- Fill priority rallies and reinforce key players.
- Attack enemy bases only for a clear strategic reason.
- Monitor casualty capacity and disengage when continued fighting no longer supports the objective.

CHAPTER 15

Seasonal Shops, Passes and Rewards

Using seasonal exchanges, optional benefits and claimable rewards intelligently.

Mutant Shop

The Mutant Shop allows seasonal items to be exchanged for rewards. Some shop items have purchase limits. Use the live shop screen to check the required item, exchange cost, remaining limit and any displayed closing or refresh time.

Choosing Mutant Shop Rewards

1. Items that provide lasting account progression.
2. Resources that remove an immediate seasonal bottleneck.
3. Items needed for an upcoming objective.
4. Optional convenience items.
5. Cosmetic rewards.

QUICK TIP

Limited purchase quantities do not always mean an item should be bought first. Prioritise usefulness rather than rarity alone.

Season Weekly Pass

The Season Weekly Pass provides daily seasonal resources while it is active and includes seasonal privileges. Check whether rewards require a daily claim, collect them consistently and review when the Pass expires.

Season Pass

Open the live Season Pass screen to review rewards, progress requirements, remaining duration and unclaimed rewards. Claim completed rewards regularly instead of leaving everything until the season is close to ending.

Recruit Hero

Before using recruitment items or currency, review the active Recruit Hero screen, available hero pool, recruitment item, listed rewards, displayed progress and remaining event time.

Wandering Merchant

The Wandering Merchant can appear during certain Radar Exploration events and offers limited time gift packs and items. Compare the offer with your current needs before spending. The Merchant is optional and is not required for normal seasonal progression.

Optional Purchases and Normal Progression

Passes and merchant offers can accelerate progress, but the main Season 1 systems remain available through ordinary play. Continue focusing on seasonal building upgrades, Virus Resistance, quests, events, Milestones and territorial objectives.

Daily Reward Check

1. Check the Mutant Shop for useful limited exchanges.
2. Claim Weekly Pass resources when active.
3. Review Season Pass progress and claim completed rewards.
4. Check Recruit Hero when the feature is active.
5. Review any Wandering Merchant offer.
6. Check Mail for event and ranking rewards.

SPENDING RULE

Use seasonal purchases to support useful progression, battle readiness or lasting account value. Optional purchases are not required for normal participation.

CHAPTER 16

End of Season

Protecting seasonal value, final Alliance Influence and unclaimed rewards before settlement.

The final stage of Season 1 is about protecting the value already earned. Temporary seasonal buildings close, remaining activities end and final Alliance Influence determines City Contest placement and rewards.

Seasonal Buildings

The Protein Refinery, Virus Lab and other temporary seasonal buildings are removed when Season 1 ends. Their seasonal bonuses also end. Complete useful upgrades and collect available production before access closes.

Protein Refinery

- Collect available Immune Protein.
- Use Uranium Crystal on worthwhile upgrades.
- Complete useful production.
- Avoid upgrading when there is no longer enough time to benefit.

Virus Lab

Use the Virus Lab during the final stage to reach the Virus Resistance needed for remaining infected enemies, Outposts, Cities and seasonal objectives.

Immune Protein

Unused Immune Protein converts into Class EXP when the season ends. Decide whether final Virus Lab progress or the remaining conversion value provides more useful value.

Uranium Crystal

Uranium Crystal is used for the Protein Refinery. Its seasonal building purpose ends when the Protein Refinery is removed, so use remaining Crystal on worthwhile progress before the final phase closes.

Final Alliance Influence

Final Alliance Influence determines City Contest placement and related seasonal rewards. Focus on the strongest achievable position rather than capturing objectives that provide little useful Influence.

Complete Remaining Seasonal Activities

- Radar Exploration Quests.
- Season Quests and Milestones.
- Purge Operation and Raid the Radiated Zone.
- World Boss attempts.
- Mutant Shop exchanges.
- Season Pass and Weekly Pass claims.
- Recruit Hero activity and Mail rewards.

Alliance Loot

Complete outstanding Alliance Loot distributions before the season closes. Review total Loot received, Contribution leaderboards, the Records page and rewards delivered through Mail.

Final Week Routine

1. Check the season schedule and complete remaining quests and seasonal events.
2. Collect seasonal production and spend resources on worthwhile final upgrades.
3. Prepare for the final City objectives and help secure the strongest achievable Influence position.
4. Claim Pass, shop, event and Mail rewards, then review Alliance Loot and Contribution records.

FINAL WARNING

Do not wait until the final hours to complete important upgrades, battles or reward claims. Battle timing, troop recovery and settlement deadlines can prevent last minute activity.

CHAPTER 17

Frequently Asked Questions

Quick answers to the most common Season 1 questions.

Do I need to increase Virus Resistance?

Yes. Virus Resistance is required to fight stronger seasonal enemies and participate effectively in higher level objectives.

What is the difference between Virus Resistance and Toxin?

Virus Resistance is seasonal progression gained through the Virus Lab. Toxin is an infection state gained through monsters, player combat and Virus Outbreak periods.

What is Immunity?

Immunity is a positive state built through allied healing. Reaching Immunity thresholds provides buffs.

Do I need to wait for Alliance leadership to cure me?

No. Players can share coordinates and cure each other directly with the Recon Aircraft.

What should I upgrade first?

Use Uranium Crystal to progress the Protein Refinery, produce Immune Protein and then upgrade the Virus Lab to increase Virus Resistance.

Are seasonal buildings permanent?

No. The Protein Refinery, Virus Lab and other temporary seasonal buildings are removed when Season 1 ends.

What happens to unused Immune Protein?

Unused Immune Protein converts into Class EXP when the season ends.

Does the Emergency Center replace the Hospital?

No. The Hospital holds normal wounded soldiers. The Emergency Center holds eligible Severely Wounded Soldiers saved from otherwise permanent open world losses.

What happens when the Emergency Center is full?

Additional eligible soldiers beyond its maximum capacity are permanently lost.

Should I rescue soldiers immediately?

Not always. Consider the number waiting, remaining capacity, rescue cost, cooldown and timing of the next major battle.

Can my Alliance attack any City on the map?

No. The Alliance must own at least one adjacent Military Stronghold before declaring war on a City.

What is the difference between a Stronghold, Outpost and City?

Military Strongholds create connected territory. Outposts are captured during Raid the Radiated Zone. Cities provide Alliance Influence and increase the Military Stronghold limit.

How does capturing a City affect the Stronghold limit?

Each captured Level 1 to Level 5 City increases the Alliance Military Stronghold limit by one.

Do missed Radar Exploration Quests disappear?

No. Incomplete exploration quests accumulate and can be completed later.

Do Radar choices matter?

Yes. Choices affect hidden statistics that eventually determine a Title.

How is Purge Operation ranked?

The highest level Radiated Zombie defeated ranks first. Equal levels are ordered by faster first completion time.

How is Raid the Radiated Zone ranked?

Alliance ranking is based on the highest level Outpost captured.

Does Alliance Contribution automatically provide rewards?

No. The leaderboard records activity but does not automatically provide ranking rewards.

Where does Alliance Loot come from?

Confirmed sources are the first time an Alliance captures a City and a cross Warzone City capture.

How is Alliance Loot distributed?

R4 or R5 manually allocates it through the Contribution interface. Rewards are delivered through Mail.

Can the same player receive Alliance Loot more than once?

Yes. The same player can receive repeated allocations.

How do Alliance resource nodes appear?

Seasonal Elite Monster rallies have a chance to generate a resource node. Each member can trigger this drop once per day.

Do I need to purchase a Pass?

No. Optional purchases can accelerate progression but are not required for normal seasonal participation.

Should I use a season boosted hero?

Use a boosted hero when that hero already fits a strong squad. A temporary bonus does not automatically replace a better developed hero.

Can lower power players still help?

Yes. Filling rallies, reinforcing, treating allies, defending routes, gathering nodes and completing Milestones all provide useful support.

What should I do if I fall behind?

Return to the main routine: collect production, upgrade the Protein Refinery and Virus Lab, complete quests, join seasonal events and follow the current Alliance route.

What is the most important Season 1 rule?

Prepare for the next objective before it opens.

CHAPTER 18

Final Tips

The habits that matter across the full eight week season.

Check the Season Schedule

Review current seasonal tasks, active events, upcoming unlocks, weekly side quests and settlement times. Prepare for new content before it opens.

Keep Seasonal Buildings Active

Collect from the Protein Refinery and continue upgrading the Virus Lab. Avoid leaving seasonal production inactive for long periods.

SEASONAL LOOP

Uranium Crystal → Protein Refinery → Immune Protein → Virus Lab → Virus Resistance

Stay Ahead on Virus Resistance

Increase Virus Resistance before stronger Radiated Zombies, higher level Outposts, Military Outpost Garrison squads and City objectives open.

Manage Toxin Before Important Battles

Check Toxin before rallies and City battles. Share coordinates and arrange treatment when needed. Helping cure other players also supports Infection Contribution.

Complete Daily Seasonal Activity

- Collect seasonal production.
- Upgrade seasonal buildings.
- Complete Radar Exploration and Season Quests.
- Contribute to Milestones and seasonal events.
- Join seasonal Elite Monster rallies.
- Claim shop, Pass and Mail rewards.

Relocate Early and Follow the Route

Move before important Military Stronghold, Outpost and City objectives. Follow the connected route and avoid freelancing towards unrelated territory.

Fight for Objectives

Season 1 PvP should support City captures, Stronghold defence, connected territory, rally leaders and important positions. Avoid chasing personal kills while the main objective needs support.

Protect Troop Strength

Check the Hospital and Emergency Center throughout major fighting. Preserving troops for the next battle is often more valuable than continuing a losing fight.

Use Every Player

Filling rallies, reinforcing, treating infected allies, defending routes, gathering Alliance resource nodes and completing Milestones all matter regardless of account power.

Prepare for the End Early

Use seasonal buildings while active, spend resources on worthwhile final upgrades, complete remaining quests and events, help secure final Alliance Influence and claim every available reward.

FINAL PRINCIPLE

The strongest Alliance is the one that keeps progressing together.

APPENDIX A

Glossary

Quick definitions for the most important Season 1 terms.

Term	Definition
Alliance City List	The screen displaying captured Outposts and Cities, their bonuses and current Alliance Influence.
Alliance Contribution	Seasonal activity recorded across Clearance, Capture, Kills and Infection.
Alliance Influence	Ranking value earned through captured Cities. Higher level Cities provide more Influence.
Alliance Loot	Rewards created through qualifying City captures and manually distributed by an R4 or R5.
Alliance Resource Node	A temporary gathering node that can appear after an eligible seasonal Elite Monster rally.
Capture Contribution	Contribution earned by defeating Neutral City Garrison NPC squads and destroying Neutral City Defence.
City	A territorial objective that provides Alliance Influence and increases the Military Stronghold limit when an eligible City is captured.
City Defence	The defensive structure that must be destroyed as part of a qualifying City capture.
City Contest	The seasonal competition where final rewards are connected to Alliance Influence ranking.
Class EXP	Experience used to increase Class progression and gain Skill Points.
Class Hall	The seasonal building used to select and manage Engineer or War Leader.
Clearance Contribution	Contribution earned by defeating listed infected enemies, Military Outpost Garrison squads and other qualifying monster squads.
Emergency Center	A seasonal building that holds and rescues eligible Severely Wounded Soldiers.
Engineer	One of the two Classes available through the Class Hall.
Immunity	A positive seasonal state increased through allied healing. Reaching thresholds can provide buffs.
Immune Protein	A seasonal resource produced by the Protein Refinery and used to build or upgrade the Virus Lab.
Infection Contribution	Contribution earned by healing infected Alliance members and spreading virus during qualifying cross Warzone activity.
Kills Contribution	Contribution earned by eliminating qualifying enemy soldiers from other Warzones.
Military Outpost Garrison	Enemy squads found at Military Outpost objectives and listed under Clearance Contribution.
Military Stronghold	A territorial objective used to establish and extend connected Alliance territory. An adjacent Military Stronghold is required before declaring war on a City.
Mutant Shop	The seasonal exchange shop where seasonal items can be traded for rewards. Some rewards have purchase limits.
Neutral City Garrison NPC Squads	Computer controlled defenders defeated during City captures. These kills contribute to the Capture category.
Outpost	A Level 1 to Level 10 objective captured during Raid the Radiated Zone.
Protein Refinery	A temporary seasonal building that produces Immune Protein and is built or upgraded using Uranium Crystal.
Purge Operation	A daily ranking event based on the highest level Radiated Zombie

Term	Definition
	defeated and the first completion time.
Radar Exploration Quest	A seasonal text based Radar quest containing choices that affect hidden statistics and Titles.
Radiated Zombie	A seasonal infected enemy used in events including Purge Operation.
Raid the Radiated Zone	An Alliance event based on capturing Level 1 to Level 10 Outposts.
Recon Aircraft	The aircraft sent to an infected Alliance member to provide treatment and reduce their infection.
Recruit Hero	A seasonal recruitment feature accessed through its active event screen.
Season Milestone	A shared Alliance objective completed through the combined activity of Alliance members.
Season Pass	A seasonal reward system that tracks progress and provides claimable rewards through its live event screen.
Season Quest	A seasonal task that provides seasonal resource rewards.
Season Schedule	The live Season 1 event screen showing current tasks, features, events and upcoming unlocks.
Season Weekly Pass	An optional Pass that provides daily seasonal resources and privileges while active.
Severely Wounded Soldiers	Eligible soldiers saved from otherwise permanent losses and held in the Emergency Center for rescue.
Skill Points	Points earned through Class progression and used within the Class Hall.
Toxin	A seasonal infection state gained through monsters, player battles and Virus Outbreak periods. Reaching thresholds can trigger debuffs.
Title	A result determined by the hidden statistics affected through Radar Exploration Quest choices.
Uranium Crystal	A seasonal resource used to build and upgrade the Protein Refinery.
Virus Lab	A temporary seasonal building that consumes Immune Protein and increases Virus Resistance.
Virus Outbreak	A seasonal period that applies Toxin to players in the open world.
Virus Resistance	Seasonal progression that improves performance against stronger infected enemies and objectives.
Wandering Merchant	A limited time Merchant that can appear during certain Radar Exploration events.
War Leader	One of the two Classes available through the Class Hall.

APPENDIX B

Quick Reference Checklists

Daily play, objectives, battles, recovery and settlement.

Daily Season Checklist

- ☐ Check the Season 1 event screen.
- ☐ Review current tasks and upcoming unlocks.
- ☐ Collect from the Protein Refinery.
- ☐ Upgrade the Protein Refinery when worthwhile.
- ☐ Upgrade the Virus Lab.
- ☐ Check current Virus Resistance.
- ☐ Review Toxin and Immunity.
- ☐ Complete the daily Radar Exploration Quest.
- ☐ Clear accumulated Radar quests.
- ☐ Check Season Quests and Milestones.
- ☐ Complete active seasonal events.
- ☐ Join an eligible seasonal Elite Monster rally.
- ☐ Check for Alliance resource nodes.
- ☐ Review the Mutant Shop.
- ☐ Claim Pass and Mail rewards.
- ☐ Read the latest Alliance notice.

Seasonal Progression Checklist

- ☐ Gather Uranium Crystal.
- ☐ Keep Protein Refinery production active.
- ☐ Collect Immune Protein.
- ☐ Spend Immune Protein on useful Virus Lab progress.
- ☐ Increase Virus Resistance before stronger content opens.
- ☐ Earn Class EXP through seasonal activity.
- ☐ Check the Class Hall after gaining Class progression.
- ☐ Spend available Skill Points.

Before a Stronghold, Outpost or City Objective

- ☐ Confirm the correct target and opening time.
- ☐ Read the latest route instructions.
- ☐ Relocate to the designated area early.
- ☐ Confirm the main rally leader.
- ☐ Repair your strongest usable squad.
- ☐ Make sure enough troops are available.
- ☐ Clear Hospital space.
- ☐ Check Emergency Center capacity.
- ☐ Review Virus Resistance.
- ☐ Check Toxin and arrange treatment if needed.
- ☐ Keep relocation items available.
- ☐ Avoid attacking unrelated objectives.

City Capture Checklist

- ☐ Confirm that the Alliance owns an adjacent Military Stronghold.
- ☐ Join the named priority rally.
- ☐ Fill rallies quickly.
- ☐ Defeat Neutral City Garrison NPC squads.
- ☐ Continue until City Defence is destroyed.

- ☐ Reinforce key players when instructed.
- ☐ Protect the connected Military Stronghold route.
- ☐ Avoid chasing unrelated enemy bases.
- ☐ Watch Hospital and Emergency Center capacity.
- ☐ Stop or regroup when instructed.
- ☐ Check whether the capture increased the Military Stronghold limit.
- ☐ Review updated Alliance Influence.

Raid the Radiated Zone Checklist

- ☐ Check the target Outpost level.
- ☐ Confirm current Virus Resistance.
- ☐ Review remaining daily captures.
- ☐ Check the Alliance holding limit.
- ☐ Join the assigned Outpost attack.
- ☐ Avoid capturing a different Outpost.
- ☐ Abandon a lower value Outpost when instructed.
- ☐ Check the updated Alliance ranking.
- ☐ Claim daily settlement rewards through Mail.

Purge Operation Checklist

- ☐ Increase Virus Resistance before attempting a higher level.
- ☐ Prepare your strongest suitable monster squad.
- ☐ Repair before the attempt.
- ☐ Attempt the highest Radiated Zombie you can defeat reliably.
- ☐ Prepare before the first successful timed completion.
- ☐ Check the daily ranking.
- ☐ Claim settlement rewards through Mail.

Infection Checklist

- ☐ Check current Toxin.
- ☐ Review any active debuffs.
- ☐ Share coordinates when treatment is needed.
- ☐ Use the Recon Aircraft to treat infected allies.
- ☐ Build Immunity before important objectives where possible.
- ☐ Recheck infection after monsters and PvP.
- ☐ Monitor Virus Outbreak periods.
- ☐ Treat heavily infected players before major battles.

Battle Checklist

- ☐ Fight for the Alliance objective.
- ☐ Stay close to the main group.
- ☐ Fill priority rallies.
- ☐ Reinforce rally leaders and key defenders.
- ☐ Protect connected territory.
- ☐ Avoid unnecessary personal fights.
- ☐ Monitor squad strength.
- ☐ Check Hospital and Emergency Center capacity.
- ☐ Stop when the objective changes.
- ☐ Preserve troops for the next battle.

Recovery Checklist

- ☐ Stop attacks on the previous target.
- ☐ Heal Hospital troops.
- ☐ Check the Emergency Center.

- ☐ Decide whether to rescue Severely Wounded Soldiers.
- ☐ Repair squads.
- ☐ Replace lost troops where possible.
- ☐ Review Toxin and Immunity.
- ☐ Check the next scheduled objective.
- ☐ Relocate when required.
- ☐ Claim battle and event rewards.

Alliance Contribution Checklist

- ☐ Defeat eligible infected enemies for Clearance.
- ☐ Join Military Outpost Garrison attacks.
- ☐ Participate in City captures for Capture Contribution.
- ☐ Help destroy City Defence.
- ☐ Participate in qualifying cross Warzone combat.
- ☐ Treat infected Alliance members.
- ☐ Review all four Contribution categories.
- ☐ Check Mail after Alliance Loot distributions.
- ☐ Review the Records page.

Seasonal Shop and Reward Checklist

- ☐ Review Mutant Shop purchase limits.
- ☐ Prioritise lasting account value.
- ☐ Remove important seasonal bottlenecks.
- ☐ Claim Weekly Pass resources when active.
- ☐ Claim Season Pass rewards.
- ☐ Review Recruit Hero before using items.
- ☐ Check Wandering Merchant offers carefully.
- ☐ Claim event rewards.
- ☐ Check Mail regularly.
- ☐ Avoid assuming seasonal items will carry over.

Final Week Checklist

- ☐ Review the settlement countdown.
- ☐ Complete remaining Radar Exploration Quests and Season Quests.
- ☐ Finish achievable Season Milestones and seasonal event attempts.
- ☐ Collect all seasonal production.
- ☐ Use worthwhile Uranium Crystal.
- ☐ Spend Immune Protein on useful final progress.
- ☐ Prepare for final important City battles.
- ☐ Help secure the strongest achievable Alliance Influence.
- ☐ Claim Mutant Shop, Pass and Mail rewards.
- ☐ Review Alliance Loot distributions and Contribution records.
- ☐ Do not leave important activity until the final hours.

Five Essential Rules

1. Keep seasonal progression moving every day.
2. Prepare for the next unlock before it arrives.
3. Follow the connected Military Stronghold route.
4. Fight for objectives rather than personal statistics.
5. Protect troops, rewards and seasonal value before settlement.