

Mission : Betrayed Little Tailor

Version : 9/11-2019

Units needed :

My_Older_Gemini, My_Younger_Gemini, My_Nusala(2), My_Anslem, My_Vargus,
My_Boris, My_MMA(4), 2 Tavern
1784R, 755B, 538M, 215Cav, 295Xbow, 306E, 140Cannon

Loss :

1784R, 755B, 538M

XP :

Skills on My ... generals :

(9/11-2019)

--My_Major_1 :

3 jog, 2 First Aid, 3 Overrun, 2 Hostile Takeover, 3 Battle Frenzy, 2 Unstoppable Charge, 1 Weekly Maintenance, 3 Garrison Annex, 1 Confident Leader, Master Planner (21)

--My_Major_2 :

3 jog, 3 First Aid, 3 Sniper Training, 3 Unstoppable Charge, 3 Overrun, 2 Battle Frenzy, 3 Garrison Annex, Master Planner (21)

--My_Gemini

3 jog, 3 First Aid, 3 Overrun, 1 Sniper Training, 2 Battle Frenzy, 3 Unstoppable Charge, 2 Weekly Maintenance, 3 Garrison Annex, Master Planer (21)

--My_Younger_Gemini

3 jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 2 Battle Frenzy, 2 Fast Learner, 2 Cleave, 3 Garrison Annex, Lightning Slash (21)

--My_Anslem :

3 Jog, 3 First Aid, 2 Rapid Fire, 3 Overrun, 1 Hostile Takeover, 3 Battle Frenzy, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

--My_Nusala :

3 Jog, 3 First Aid, 3 Rapid Fire, 3 Overrun, 2 Hostile Takeover, 1 Battle Frenzy, 1 Just a flesh wound, 1 Weekly Maintenance, 3 Garrison Annex, 1-up (21)

--My_Vargus :

3 Jog, 3 First Aid, 2 Rapid Fire, 3 Overrun, 1 Hostile Takeover, 1 Unstoppable Charge, 3 Battle Frenzy, 1 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

--My_Mary :

3 Jog, 3 First Aid, 3 Juggernaut, 3 Overrun, 3 Fast Learner, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

--My_MMA :

3 jog, 3 First Aid, 3 Juggernaut, 3 Rapid Fire, 3 Unstoppable Charge, 2 Flesh Wound, 3 Garrison Annex, 1-up (21)

-- My_Boris :

3 Jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 3 Unstoppable Charge, 3 Fast Learner, 1 Battle Frenzy, 3 Garrison Annex, Master Planner (21)

--My_Medic :

3 jog, 3 First Aid, 1 Juggernaut, 3 Rapid Fire, 3 Overrun, 1 Sniper training, 3 Unstoppable Charge, 3 Garrison Annex, 1-up (21)

--My_Mad_Scientist :

3 jog, 3 First Aid, 1 Rapid Fire, 3 Overrun, 3 Battle Frenzy, 2 Unstoppable Charge, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

--My_Superblock :

3 jog, 3 First Aid, 3 Navigation, 1 Hostile takeover, 3 Just a Flesh wound, 2 Fast Learner, 3 Garrison Annex (18)



Sector 1 (map position P1)

Camp 1-L6 *****

Camp 1 : 80 Boar, 60 Fox
My Anslem : 55R, 110Cannon

Loss : 55R

Camp 2 : 90 Boar, 60 Wolf
My Older Gemini : 100R, 145Cav, 50Cannon
Major : 120R, 110Cav, 55Cannon (120R)

Loss : 100R

Camp 3 : 110 Bear
My Younger Gemini : 65R, 90M
Any : 200B – My_Anslem : 112R, 15Cav, 38Cannon (112R, 200B)

Loss : 65R, 90M

For attack on Camp 4 – send attack on Camp L6 and retreat after Camp 4 is defeated

Camp 4 : 110 Boar, 80 Wolf
Wave1 – My MMA : 115B
Wave2 – My Older Gemini : 79R, 1E, 215Cav
Wave1 – Any : 200B
Wave2 – MyMajor : 80R, 160Cav, 45Cannon (80R, 200B)

Loss : 79R, 115B



Camp 5 : 180 Boar

Block1 – Tavern : 191E, 1Xbow, 8Cannon

Camp L6 : 90 Bear, 70 Fox, 1 Furious Boar

Wave1 – My Nusala : 180B

Attack1 – My Anslem : 70R, 40M, 1E, 54Cannon

Send Block1

When Block1 is at 'X' (or a little later) send Wave1 followed by Attack1 on drumbeat

Loss : 70R, 180B, 40M

Sector 2 (map position P2)

Camp 7-L10 *****

Camp 7 : 120 Wolf Packleader

My Younger Gemini : 100B

Loss : 100B



Camp 8 : 120 Guard Dog, 80 Roughneck

Block1 – Tavern : 105E

Camp 9 : 130 Roughneck, 70 Ranger

Block2 – Tavern : 115C, 81E

Camp L10 : 120 Rougneck, 79 Ranger, 1 Assassin

Attack1 – My Boris : 78R, 33M, 84Cannon

Send Block1 followed by Block2 and Attack1 on drumbeat

!! Notice !! - Block1 is placed Behind Block2 !!

Loss : 78R, 33M

Sector 3 (map position P3)

Camp 11-L15 *****

Camp 11 : 70 Bear, 30 Giant
My_Older_Gemini : 105M, 190Xbow

Loss : 105M

Camp 12 : 30 Bear, 70 Wolf Packleader
My_Younger_Gemini : 125B

Loss : 125B

Camp 13 : 30 Bear, 80 Fox
My_Anslem : 75R, 90K
My_Younger_Gemini : 100R

Loss : 75R



Camp14 : 80 Bear, 50 Fox
Block1 – Tavern : 187E

Camp L15 : 60 Bear, 40 Giant, 1 Giant Bear
Wave1 – My MMA : 100B
Attack1 – My_Older_Gemini : 104R, 1E, 190Xbow

Send Block1 followed by Wave1 and Attack1 on drumbeat

Loss : 104R, 100B

Sector 4 (map position P4)

Camp 16-L22 *****

Camp 16 : 90 Guard Dog, 120 Ranger
My Younger Gemini : 1R

Loss : 1R

Camp 17 : 200 Roughneck
My Younger Gemini : 120R

Loss : 120R

Camp 18 : 200 Guard Dog
My Younger Gemini : 1R

Loss : 1R

Camp 19 : 70 Guard Dog, 130 Roughneck
My Younger Gemini : 75R

Loss : 75R



Camp 20 : 100 Guard Dog, 120 Roughneck
Block1 – Tavern : 2M, 15Cav, 130E

Camp 21 : 40 Thug, 160 Roughneck
Block1 – Tavern : 18C, 176E

Camp L22 : 139 Roughneck, 120 Ranger, 1 Greedy Inn-Keeper
Wave1 – My MMA : 235B
Attack1 – My Older Gemini : 100R, 55M, 140Cannon
Wave1 – My_Younger_Gemini : 155B
Attack1 – My_Older_Gemini : 145R, 150Cannon (145R, 155B)

Send Block1 followed by Block2, Wave1 and Attack1 on drumbeat

Loss : 100R, 235B, 55M

Sector 5 (map position P5)

Camp 23-L28 *****

Camp 23 : 100 Wolf, 50 Giant
My Older Gemini : 84R, 1E, 50Cav, 160Xbow

Loss : 84R

Camp 24 : 100 Giant
My Older Gemini : 295Xbow

Loss : -

Camp 25 : 90 Wolf, 110Fox
My Anslem : 140R, 15M, 10Cannon

Loss : 140R, 15M

For attack on Camp 26 – send attack on Camp 27 and retreat after Camp 26 is defeated

Camp 26 : 120 Boar, 60Fox
My Anslem : 100R, 65Cannon

Loss : 100R



Camp 27 : 140 Guard Dog, 90 Roughneck
Block1 – Tavern : 121E

Camp L28 : 1 Metal Tooth, 130 Roughneck, 110 Ranger
Attack1 – My Older Gemini : 85M, 1E, 80Cav, 129Cannon

Send Block1 followed by Attack1 on drumbeat

Loss : 85M

Sector 6 (map position P6)

Camp 29-L33 *****

Camp 29 : 230 Roughneck
My Younger Gemini : 90R, 65M

Loss : 90R, 65M

Camp 30 : 160 Roughneck, 120 Ranger
Wave1 – My MMA : 220R
Wave2 – My Vargus : 30R, 1E, 124Cav, 40Cannon

Loss : 256R

Camp 31 : 280 Ranger
Wave1 – My Boris : 195Cav

Loss : -

**Invite lootspotters and ask them to attack the camp with :
70 Guard Dog, 90 Roughneck, 60 Ranger.**

First-attack general or at least 1 Cavalry needed



Camp 32 : 190 Roughneck, 90 Ranger
Block1 – Tavern : 141E, 39Cav, 20Cannon

Camp L33 : 80 Guard Dog, 200 Roughneck, 1 Greedy Inn-Keeper
Wave1 – My Younger Gemini : 130R
Attack1 – My Older Gemini : 145R, 50M, 100Cannon

Send Block1 followed by Wave1 and Attack1 on drumbeat

Loss : 275R, 50M

Details of block timing ::

Block from P1

Camp 5-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		129 sec from X	120-160 sec	249 sec	
Wave1	139 sec	177 sec	60 sec		237 sec
				Min : 249 sec	Max : 237 sec

Wave1 is sent after Block1 move about 7 steps.

Block from P2

Camp 8-L10	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		87 sec	160-320 sec	247 sec	
Block2		95 sec	160-340 sec	255 sec	
Attack1	111 - 101 sec	139 sec	40 sec		179 sec
				Min : 247 sec	Max : 179 sec

Block from P3

Camp 14-L15	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		245 sec	140-260 sec	385 sec	
Wave1	255 sec	293 sec	50 sec		343 sec
				Min : 385 sec	Max : 343 sec

Block from P4

Camp 20-L22	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		123 sec	180-300 sec	303 sec	
Block2		151 sec	160-360 sec	311 sec	
Wave1	137 - 174 sec	186 sec	40 sec		226 sec
				Min : 303 sec	Max : 226 sec

Block from P5

Camp 27-L28	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		228 sec	160-240 sec	388 sec	
Wave1	241 sec	276 sec	30 sec		306 sec
				Min : 388 sec	Max : 306 sec

Block from P6

Camp 32-L33	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		156 sec	100-260 sec	256 sec	
Wave1	159 sec	174 sec	50 sec		224 sec
				Min : 256 sec	Max : 224 sec