

# Mission : The Black Knights

Version : Nusala – all unskilled - 11/11-2019

## Units needed :

Nusala, BHG ( or any unskilled fast ), Tavern,( Younger Gemini, ) Transport  
613R, 24M, 152S, 190Cav, 81Cannon

## Loss :

613R

## XP :



# Position P1



Camp 1 : 100 Soldier, 100Bowman  
Tavern ( Block1 ) : 5M, 61S, 133Cav

Camp 2 : 100 Militia, 100 Cavalry  
BHG : 11R, 19M, 91S ( send on L3 )

Camp L3 : 60 Cavalry, 60 Elite Soldier, 60 Longbowman, 10 Cannoneer  
Nusala : 84R, 81Cannon

**Send Block1 ( on 1 ) followed by BHG ( on L3 ) on Drumbeat.**  
**When BHG is at position ( X ) then send Nusala ( on L3 )**

**Block is safe – better slower sending generals than to fast**

Loss : 76R

## Position P2



Camp 4 : 100 Militia, 100 Cavalry

Block3 – BHG : 11R, 19M, 91S

Camp L5 : 60 Cavalry, 60 Elite Soldier, 60 Longbowman, 10 Cannoneer

Attack1 - Nusala : 84R, 81Cannon

**Send BHG ( on 4 ) followed by Nusala ( on L5 ) on Drumbeat.**

**Block is safe – better slower sending generals than to fast**

Loss : 76R

## Position P3



Camp 6 : 60 Elite Soldier, 60 Crossbowman  
BHG : 1R, 7M, 1S, 190Cav

Camp L7 ( Castle ) : 50 Cavalry, 50 Elite Soldier, 1 Sir Robin  
Nusala : 84R, 81Cannon

**Send BHG ( on 6 ) followed by Nusala ( on L7 ) on Drumbeat.**

Loss : 84R

## Position P4



Camp L8 : 60 Cavalry, 60 Elite Soldier, 60 Longbowman, 10 Cannoneer  
Attack1 - Nusala : 84R, 81Cannon

Loss : 76R

Camp L9 : 60 Elite Soldier, 60 Crossbowman, 20 Cannoneer  
Attack1 - Nusala : 84R, 81Cannon

Loss : 69R

**Send Nusala first on L8 – then reload and send on L9**

## Position P5



Camp 10 : 80 Soldier, 80 Crossbowman  
Nusala : 84R, 81Cannon

Loss : 70R

Camp 11 : 100 Cavalry, 100 Crossbow  
Younger\_Gemini : 1R  
( Nusala : 1R - 10% risk of failure so need 1-up )  
Nusala : 84R, 81Cannon ( Loss 71R )

Loss : 1R

Camp 12 : 100 Soldier, 75 Crossbowman  
Nusala : 84R, 81Cannon

Loss 84R

**Invite lootspotters –**  
**If 1 cavalry or first-attack general – attack camp L2 – else attack L1**



Camp 13 : 100 Elite Soldier, 50 Longbowman  
Block1 : 5M, 61S, 133Cav

Camp L14 ( Castle ) : 50 Elite Soldier, 50 Crossbowman, 25 Cannoneer, 1 Big Bertha  
Nusala : 84R, 81Cannon

**Send Block1 ( on 13 ) followed by Nusala ( on L14 ) on Drumbeat.**

Loss 81R

**Alternative attack for Camp 13 to L14 from P3 :**



Camp 13 : 100 Elite Soldier, 50 Longbowman

Block1 : 5M, 61S, 133Cav

Camp L14 ( Castle ) : 50 Elite Soldier, 50 Crossbowman, 25 Cannoneer, 1 Big Bertha

Younger Gemini : 1R

Nusala : 84R, 81Cannon

**Send Block1 ( on 13 ) followed by Younger Gemini or Nusala ( on L14 ) on Drumbeat.**

Loss 42R



## Details of block timing ::

Block from P1

Camp 1-L3	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		57 sec	140-180 sec	197 sec	
BHG 2	60 sec	118 sec	80-170 sec	198 sec	
Nusala L3	114+20 sec	126+20 sec	20 sec		166 sec
				Min : 197 sec	Max : 166 sec

Block from P2

Camp 4-L5	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
BHG 4		77 sec	80-170 sec	157 sec	
Nusala L5	83 sec	105 sec	20 sec		125 sec
				Min : 157 sec	Max : 125 sec

Block from P3

Camp 6-L7	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
BHG 6		34 sec	90-170 sec	124 sec	
Nusala L7	40 sec	78 sec	40 sec		118 sec
				Min : 124 sec	Max : 118 sec

**Only small risk of 90 sec – usually more**

Block from P5

Camp 13-L14	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 13		103 sec	160-360 sec	263 sec	
Nusala L14	113 sec	148 sec	70 sec		218 sec
				Min : 263 sec	Max : 218 sec

**If using alternative attack from P3 then walking times will be longer, but difference same**