

# **Mission : Clever Little Tailor**

**Version : 5/2-2021**

## **Units needed :**

My Gemini, My Anslem, My Nusala(2), My Vargus, My Younger Gemini(7),  
My Loner, My Bearded, My Ghost, My MMA(3), My Super Block, 4 Tavern  
1302R, 1200B, 30M, 311Cav, 19S, 115Xbow, 317E, 158Cannon

## **Loss :**

1302R, 1200B, 3S

## **Skills on My ... generals :**

( 4/1-2021 )

--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 Rapid Fire, 3 Overrun, 2 Battle Frenzy, 3 Just a flesh wound, 3 Garrison Annex, 1-up ( 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 )

--My\_Steadfast : 3 Jog, 3 First Aid, 1 Juggernaut, 3 Overrun, 3 Battle Frenzy, 3 Just a flesh wound, 1 Weekly Maintenance, 3 Garrison Annex, 1-up ( 21 )

--My\_Cloaked : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 3 Unstoppable Charge, 3 Battle Frenzy, 1 Flesh wound, 3 Garrison Annex, Master Planner ( 21 )

--My\_Tremble\_Beard : 3 Jog, 3 First Aid, 3 Rapid Fire, 2 Sniper training, 3 Unstoppable Charge, 3 Fast Learner, 3 Garrison Annex, 1-Up ( 21 )

--My\_Ghost : 3 Jog, 3 First Aid, 3 Overrun, 1 Navigation, 3 Unstoppable Charge, 2 Battle Frenzy, 3 Garrison Annex, 2 Weekly Maintenance, Master Planner ( 21 )

--My\_Frosty : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 3 Unstoppable Charge, 2 Battle Frenzy, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner ( 21 )

--My\_Loner : 3 Jog, 3 First Aid, 3 Rapid Fire, 3 Sniper Training, 2 Overrun, 3 Unstoppable Charge, 3 Garrison Annex, Master Planner ( 21 )



## Map position P1

### **Camp 1-L4 \*\*\*\*\***

Camp 1 : 100 Roughneck, 100 Ranger

My\_Loner : 52R, 1E, 192Cav

My\_Gemini : 72R, 1E, 150Cav, 72Cannon ( 72R )

Nusala : 79R, 1E, 84Cannon ( 79R )

MMA : 83R, 61Cav, 75Cannon ( 83R )

Loss : 52R

Camp 2 : 200 Ranger

Beardy / Boris / Major / MMA / Nusala / Vargus : fully loaded with Cav

Loss : 0



Camp 3 : 110 Roughneck, 90 Ranger

Block1 – Tavern : 144Cav, 56E

Camp L4 : 89 Roughneck, 110 Ranger, 1 Chuck

Wave1 : My MMA(1) : 1R

Attack1 : My\_Loner : 68R, 1E, 85Cav, 91Xbow

Attack1 : My\_Gemini : 92R, 1E, 142Cav, 60Xbow ( 93R )

Attack1 – Major : 60S, 1E, 115Cav, 94Xbow ( 60S )

Loss : 68R

**Send Block1 followed by Wave1 and Attack1 on drumbeat**

## Map position P2

### Camp 5-L10 \*\*\*\*\*

Camp 5 : 130 Roughneck, 70 Ranger  
My\_Loner : 82R, 1E, 127Cav, 35Xbow  
My Gemini : 99R, 1E, 120Cav, 75Cannon  
MMA : 124R, 1E, 30Cav, 65Cannon ( 124R )  
Major : 126R, 81Cav, 1E, 62Cannon ( 126R )  
My\_Nusala : 121R, 1E, 53Cannon ( 121R )

Loss : 99R

Camp 6 : 80 Guard Dog, 120 Ranger  
My Younger Gemini : 1R  
Vargus : 17R, 1E, 162Cav ( 17R )  
Wave1 - MMA : 1R  
Wave2 – Any General : 200Cav ( 1R )

Loss : 1R

Camp 7 : 100 Guard Dog, 100 Roughneck  
My Younger Gemini : 60R  
Vargus : 66R, 1E, 113Cannon ( 66R )  
Veteran/Major : 98R, 1E, 151Cannon ( 98R )  
Anslem : 81R, 69Cannon ( 81R )

Loss : 60R



Camp 8 : 150 Roughneck, 50 Ranger  
Block1 – Tavern : 104E, 96Cav

Camp 9 : 110 Roughneck, 90 Ranger  
Block2 – Tavern : 19S, 140Cav, 41E

Camp L10 : 99 Roughneck, 100 Ranger, 1 Iron Fist  
Attack1 – My Gemini : 98R, 1E, 75Cav, 121Cannon  
Attack1 - Nusala : 68M, 1E, 96Cannon ( 68M )  
Attack1 – MMA : 24R, 35S, 70Cav, 1E, 90Cannon ( 24R, 35S )  
Attack1 – My\_Nusala : 59M, 1E, 115Cannon ( 59M )

Loss : 98R

**Send Block1 – then Block2 followed by Attack1 on drumbeat**

## Third sector ( map position P3 )

### Camp 11-L16 \*\*\*\*\*

Camp 11 : 80 Boar, 60 Wolf

My Gemini : 79R, 1E, 180Cav, 35Cannon

My\_Loner : 71R, 1E, 173Cav ( 71R )

MMA : 124R, 1E, 95Cannon ( 124R )

My\_Nusala : 109R, 1E, 65Cannon ( 109R )

Loss : 79R

Camp 12 : 90 Boar, 50 Fox

My Anslem : 56R, 1E, 108Cannon

Anslem : 66R, 1E, 83Cannon

( Major : 133R, 1E, 136Cannon )

Loss : 56R

Camp 13 : 50 Bear, 40 Wolf Packleader

Wave1 – My Younger Gemini(1) : 1R

Wave2 – My\_Loner : 12R, 1E, 232Cav

Wave2 – My\_Boris : 20R, 1E, 174Cav ( 21R )

Wave2 – My\_Gemini : 25R, 1E, 269Cav ( 26 )

Wave2 – My\_Steadfast : 40R, 1E, 194Cav ( 41R )

Major : 149R, 60M, 1E, 60Cannon ( 149R )

Wave1 – Any General : 125B –

Wave2 - Nusala : 91R, 1E, 73Cav

Wave1 – Any General : 125B –

Wave2 – My\_Nusala : 81R, 1E, 93Cav )

Loss : 13R



Camp 14 – 110 Boar, 30 Wolf Packleader  
Block1 – My Super Block : 146E, 57Cav  
Block1 – Tavern : 144E, 55Cav, 1Xbow

Camp 15 – 110 Boar  
Block2 – Tavern : 170E, 30M

Camp L16 – 80 Bear, 40 Fox, 30 Giant  
Wave1 – My Younger Gemini(2) : 90B  
Attack1 – My Loner : 49R, 1E, 110Cav, 85Xbow  
Wave1 – My\_Younger\_Gemini(2) : 90B  
Attack1 – My\_Gemini : 79R, 1E, 95Cav, 120Xbow ( 90B, 79R )  
Wave 1 – Fast General : 75B, 125LB  
Attack1 – Major : 40B, 50M, 1E, 178Xbow, 1Cannon ( 115B, 50M, 125LB )  
\* Cannon included to make sure camp go down in 1 round

Loss : 90B, 49R

**Send Tavern-1 then Tavern-2, Fast-1 and Major on Drumbeat**  
**If block1 last 120sec it goes down before leader is killed !!!!!!!!!!!**



## Map position P4

### Camp 17-L20 \*\*\*\*\*

Camp 11 : 150 Fox

My Anslem : 37R, 113 Cannon

Major : 90R, 30M, 150Cannon ( 90R, 30M )

Loss : 37R

Camp 18 : 80 Wolf Packleader, 60 Fox

My Younger Gemini : 140B

My\_Loner : 150R, 95E ( 150R )

Wave1 – Any General : 200B –

Wave2 – Vargus : 35R, 145E ( 200 B, 35 R )

Wave1 – Any General : 200R –

Wave2 – Major : 128R, 142Cannon ( 328R )

Loss :140B



Camp 19 : 50 Boar, 130 Bear  
2 \* Tavern : 1 R

Camp 20L : 90 Bear, 50 Fox, 40 Giant  
Wave1 – My Younger Gemini(3) : 155B  
Attack1 – My Loner : 44R, 1E, 95Cav, 105Xbow  
Wave1 – My\_Younger\_Gemini(3) : 155B  
Attack1 – My\_Gemini : 76R, 1E, 83Cav, 135Xbow ( 78R, 155B )  
Wave1 – Veteran : 50B, 200LB  
Attack1 – Major : 50B, 50M, 170Xbow ( 100 B, 50 M, 200 LB )

Loss : 45R, 155B

**Camp 19 is blocked by 2 1R blocks**  
**Send Block1 then Wave1 on Drumbeat**  
**when finished send Block2 then Attack1 on Drumbeat**

## Map position P5

### Camp 21-L24 \*\*\*\*\*

Camp 21 : 80 Boar, 40 Bear, 60 Wolf Packleader

Wave1 – My Younger Gemini(4) : 155B

Wave2 – My Loner : 44R, 1E, 200Cav

Wave2 – My\_Gemini : 71R, 1E, 203Cav, 20Cannon ( 171R, 155B )

Wave2 – My\_Boris : 66R, 1E, 128Cav ( 66R, 155B )

Wave1 – MMA : 220B

Wave2 – MMA : 220R

Wave3 – Nusala : 90R, 1E, 74Cav ( 220 B, 310 R )

loss : 44R, 155B

Camp 22 : 110 Wolf, 70 Wolf Packleader

Wave1 – My MMA(2) : 100B

Wave2 – My Loner : 30R, 215Cav

Wave1 – My\_MMA(2) : 140B

Wave2 – My\_Boris : 195Cav ( 140B )

Wave1 – Any General : 200B

Wave2 – Nusala : 27R, 138Cav ( 27R, 200B )

Wave1 – Any General : 200B

Wave2 – Major : 24R, 246Cav ( 24R, 200B )

1-wave – My\_Nusala : 100B, 75LB – all lost but won !!

1-wave – My\_Steadfast : 175B, 60LB – all lost but won !!

loss : 0-30R, 100B



Camp23 : 110 Bear, 70 Wolf

Block1 – Tavern(3) : 1R

Block2 – Tavern : 200E

Kill :

Wave1 – My\_Younger\_Gemini(5) : 155B

Wave2 – My\_Gemini : 89R, 1E, 205Cav ( 89R, 155B )

Wave1 – Any General : 200B

Wave2 – Any General : 180R

Wave3 – Nusala : 120R, 1E, 44Xbow ( 200B, 300R )

Wave3 – Major : 144R, 126Cannon ( 200B, 264R )

Camp 24 : 70 Bear, 110 Fox, 20 Giant

Wave1 – My\_Younger\_Gemini(5) : 155B

Attack1 – My\_Loner : 64R, 1E, 100Cav, 80Xbow

Wave1 – My\_Younger\_Gemini(6) : 155B

Attack1 – My\_Gemini : 94R, 1E, 90Cav, 110Xbow ( 94R, 155B )

Wave1 – MMA : 110B, 110LB

Wave2 – Anslem : 106M, 1E, 43Cannon ( 110B, 106M, 110LB )

( Wave1 – MMA : 220B

Wave2 – Any General 90B, 110LB

Wave3 – Major : 94M, 176Cannon )

Loss : 65R, 155B

**Send block1, followed by Wave1, Attack1 and Block2**

## Map position P6

### Camp 25-L26 \*\*\*\*\*

#### ( No Blocks )

Camp 25 : 90 Bear, 70 Wolf Packleader

Wave1 – My Younger Gemini(6) : 120B

Wave2 – My Loner : 59R, 1E, 185Cav

Wave1 – My\_Younger\_Gemini(7) : 155B

Wave2 – My\_Gemini : 57R, 1E, 237Cav ( 57R, 155B )

My\_Loner : 110B, 135LB ( 110B, 135LB – won )

Wave1 – My\_MMA : 235B

Wave2 – My\_Gemini : 239R, 1E, 55Cannon ( 239R, 235B )

Wave1 – Any General : 200B

Wave2 – Any General : 200B

Wave3 – Anslem : 136R, 14E ( 400B, 136R )

Wave1 – Veteran : 250B

Wave2 – MMA : 220R

Wave 3 – Major : 84R, 186Cav ( 304R, 250B )

loss : 59R, 120B

Camp L26 : 110 Bear, 69 Giant, 1 Giant Bear

Wave1 – My Younger Gemini(7) : 155B

Wave2 – My Loner : 125R, 5S, 115Xbow

Wave1 – My\_MMA(3) : 235B

Wave2 – My\_MMA(4) : 35B

Wave3 – My\_Gemini : 104R, 1E, 190Xbow ( 104R, 260B )

Wave1 – MMA : 220B

Wave2 – Any General : 160LB

Wave3 – Major : 95R, 1E, 174Xbow ( 95R, 220B, 160LB )

Wave1 – Any General : 200B

Wave2 – Any General : 200LB

Wave3 – Major : 77R, 1E, 192Xbow ( 77R, 200B, 200LB )

Wave1 – MMA – 220B

Wave2 – Anslem : 150LB

Wave3 – My\_Nusala : 36M, 1E, 138Xbow ( 220B, 36M, 150LB )

Loss : 125R, 3S, 155B

## Map position P7

### Camp 27-L29 \*\*\*\*\*

Camp 25 : 100 Guard Dog, 120 Roughneck

My Vargus : 77R, 1E, 117Cannon

Major : 111R, 1E, 159Cannon

My\_Nusala : 80R, 1E, 70Cannon

loss : 77R



Camp 28 : 220 Roughneck

Block1 – Tavern : 189 E, 7 Cav

Camp L29 : 180 Roughneck, 100 Ranger, 1 Metal Tooth

Wave1 – My Nusala(1) : 130B

Wave2 – My Gemini : 94R, 1E, 80Cav, 120Cannon

Wave1 – MMA : 80 Cav

Attack1 – Major : 151 M, 1 E, 118 Cannon ( 151M, 80Cav )

Wave1 – My\_Nusala : 175B

Attack1 – Anslem : 43S, 1E, 106Cannon ( 175B, 43S )

Loss : 94R, 130B

**Send Block1 then Wave1 and Attack1 on Drumbeat**

## **Eighth sector ( map position P8 )**

**Camp 30-L33 \*\*\*\*\***

Camp 30 : 60 Guard Dog, 100 Roughneck, 80 Ranger

My\_MMA(3) : 1R

My\_Loner : 49R, 1E, 195Cav

My\_MMA(5) : 1R

My\_Gemini : 69R, 1E, 155Cav, 70Cannon ( 70R )

Wave1 – Any General : 72R

Wave2 – Nusala : 76R, 1E, 88Cannon/Xbow ( 148R )

Loss : 50R

**Have lootspotters attack camp A ( 120 Guard Dogs, 160 Roughneck ) – with first-attack general or at least 1 cavalry.**



Camp 31 : 190 Guard Dog, 70 Roughneck  
Block1 – Tavern : 1S, 115E

Camp 32 : 200 Roughneck, 80 Ranger  
Block2 – Tavern : 133E, 39Cav, 28Cannon

Camp L33 : 80 Guard Dog, 200 Roughneck, 1 Rivaling Tailor

Wave1 – My\_Loner(1) : 1R

Attack1 – My\_Ghost : 100R, 130Cannon

Wave1 – My\_Nusala(2) : 180B

Attack1 – My\_Gemini : 115R, 180Cannon ( 115R, 180B )

Wave1 – Nusala : 165R

Attack1 – Major : 88M, 1E, 181Cannon ( 165R, 88M )

Wave1 – MMA : 220R

Attack1 – Major : 87R, 25M, 1E, 157 Cannon ( 307R )

Wave1 – MMA : 220R

Attack1 – My\_Nusala : 70M 105Cannon ( 220R, 70M )

Loss : 101R



**Send Block1 then Block2, Wave1 and Attack1 on Drumbeat**

**Details of block timing ::**

Block from P1

<b>Camp 3-L4</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 3		199sec	160-320 sec	359 sec	
Kill L4	202 sec	233 sec	40 sec		273 sec
				Min : 359 sec	Max : 273 sec

Block from P2

<b>Camp 8-L10</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 8		126 sec	160-320 sec	286 sec	
Block 9	129 sec	181 sec	160-280 sec	341 sec	
Kill L10	184 sec	225 sec	60 sec		285 sec
				Min : 286 sec	Max : 285 sec

Block from P3

<b>Camp 14-L16</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 14		166 sec	140-320 sec	306 sec	
Block 15	175 sec	233 sec	120-220 sec	353 sec	
Kill L16	240 sec	271 sec	30 sec		301 sec
				Min : 306 sec	Max : 301 sec

Block from P4

<b>Camp 19-L20</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 19		153 sec	20 sec	173 sec	
Wave1 L20	156 sec	171 sec	xx		!! 171 sec
Block 19		159 sec	20 sec	179 sec	
Kill L20	162 sec	177 sec	Xx		!! 177 sec

Block from P5

<b>Camp 23-L24</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 23		143 sec	80 sec	223 sec	
Kill L24	146 sec	184 sec	30 sec		214 sec
				Min : 223 sec	Max : 214 sec

Block from P6

<b>Camp 28-L29</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 28		129 sec	160-340 sec	289 sec	
Kill L29	139 sec	167 sec	50 sec		217 sec
				Min : 289 sec	Max : 217 sec

Block from P7

<b>Camp 31-L33</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 31		100 sec	180-300 sec	280 sec	
Block 32	103 sec	181 sec	100-180 sec	281 sec	
Kill L33	184 sec	222 sec	50 sec		272 sec
				Min : 280 sec	Max : 272 sec