

Mission : El Chupacabra

Version : 21/11-2019

Units needed :

My_Older_Gemini, Younger_Gemini, My_Nusala, My_Anslem, My_Boris
248R, 375B, 125Cav, 295Xbow, 1E, 115Cannon

Loss :

248R, 200B



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

--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)

Position P1

Camp1 : 20 Stick-wielding Ape, 20 Alpha Ape
My Gemini : 48R, 1E, 125Cav, 121Xbow

Loss : 28R

Camp2 : 10 Stone-throwing Ape
My Nusala : 1R

Loss : 1R

Camp3 : 25 Stick-wielding Ape, 15 Alpha Ape
My Anslem : 57R, 1E, 107Xbow

Loss : 57R

Camp4 : 25 Stick-wielding Ape
Younger Gemini : 1R

Loss : 1R

Camp5 : 25 Stick-wielding Ape
My Anslem : 50R, 115Cannon

Loss : 50R

Position P2

Camp6 : 10 Stick-wielding Ape, 10 Stone-throwing Ape
Younger Gemini : 15R

Loss : 15R

Position P3

Camp7 : 10 Nervous Ape

My Nusala : 1R

Loss : 1R

Camp8 : 25 Stick-wielding Ape, 15 Alpha Ape

My Anslem : 59R, 1E, 105Xbow

Loss : 59R

Camp9 : 15 Stick-wielding Ape, 20 Alpha Ape

My Anslem : 35R, 1E, 129Xbow

Loss : 35R

Camp10 : 20 Stick-wielding Ape

Younger Gemini : 1R

Loss : 1R

Make medicine – and use it on camp 11x, 12x, 13x and 14x

Camp15 : 25 Tribesman, 100 Jaguar Warrior, 100 Shaman

My Boris : 40B, 155Xbow

Loss : 40B

Camp16 : 70 Tribesman, 175 Jaguar Warrior

Wave1 : My Boris : 65B

Wave2 : My Gemini : 295Xbow

Loss : 65B

Camp17 : 200Wolf, 1 El Chupacabra

Wave1 : Younger Gemini : 90B

Wave2 : My Nusala : 180B

Loss : 95B