

Mission : The Fisherman and his Wife

Version : 18/5-2019

Units needed : 1 My_Major1, 1 My_Major2, 1 My_Anslem, 1 My_Nusala, 1 My_Vargus, 1 My_Mary, 2 My_Medic, 1 My_Boris, 3 MMA, 3 Tavern, 2 Any General
623R, 810B, 135Cav, 478SW, 95MSW, 282KN, 12MRK, 265AMR, 418MMR, 90BES

Loss : 623R, 810B, 135Cav, 478SW, 95MSW, 132KN, 12MRK

XP : 150.000 (with Mary) 240.013 (with Mary, Boris and Intel)

Skills on My ... generals :

(16/5-2019)

--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_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, 3 Battle Frenzy, 1 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 can be blocked with 3*1R

Camp 1 : 200 Boar, 150 Bear, 50 Wolf Packleader

3*1R

Kill :

Wave1 – Any General : 200B

Wave2 – Major : 65MSW, 205MMR (200B, 64MSW)

Loss : --

Camp 2 : 150 Bear, 100 Wolf Packleader, 100 Giant

Wave1 – My_Medic(1) : 215B

Wave2 – My_Major2 : 3SW, 90AMR, 192MMR

Wave1 - Any General : 200B

Wave2 - Major : 30MSW, 240MMR (200B, 28MSW)

Loss : 215B, 3SW

Extra camp for XP : 150Boar, 150Wolf

My_Mary : 215MMR

Loss : -



Camp 3 + first wave on Camp 4

Send Block1 with 1R on Camp 1 then Attack1 on Camp 3 and Wave1 on Camp 4

(Wave1 will be intercepted by Camp 3 and attack camp 4 when Camp 3 is defeated by Attack1)

Camp 3 : 150 Boar

Attack1 - Any General : 200MMR *** Use Mary for extra XP ***

Camp 4 : 150 Boar, 150 Wolf Packleader, 100 Giant

Wave1 – My_MMA2 : 205R

Wave1 – Any General : 200R

Loss Camp3 : 1R

Kill Camp 4 + first wave on Camp 5

Send Block2 with 1R on Camp 1 then Attack2 on Camp 4 and Wave2 on Camp 5

(Wave2 will be intercepted by Camp 4 and attack camp 5 when Camp 4 is defeated by Attack2)

Camp 4

Attack2 – My_Major2 : 100AMR, 185MMR

Attack2 – My_Major2 : 5SW, 90AMR, 190MMR (201R, 4SW)

Attack2 – Major : 26MSW, 244MMR (201R, 25MSW)

Camp 5 : 150 Boar, 150 Wolf Packleader, 100 Giant

Wave2 – My_MMA2 : 205R

Wave1 – Any General : 200R

Loss camp 4 : 206R

Kill Camp 5 + Camp L6

Send Block3 with 1R on Camp 1 then Attack3 on Camp 4 and Attack4 on Camp L6

(Attack4 will be intercepted by Camp 5 and attack camp 6 when Camp 5 is defeated by Attack3)

Camp 5

Attack3 – My_Major2 : 100AMR, 185MMR

Attack3 – My_Major2 : 5SW, 90AMR, 190MMR (201R, 4SW)

Attack3 – Major : 26MSW, 244MMR (201R, 25MSW)

Camp L6 : 150 Boar, 100 Bear, 100 Giant, 1 Giant Bear

Attack4 – My_Major1 : 57MSW, 228MMR

Attack4 – Major : 105MSW, 61AMR, 104MMR (103MSW)

Loss camp 5 : 206R

Loss camp L6 : 56MSW

Sector 2 (map position P2)

Camp 7-L13 *****

With My_Major – send on camp 9 – will be intercepted by and kill camp 7 and 8 with no loss

Camp 7 : 100 Boar, 100 Bear, 100 Wolf

My_Boris : 195MMR

My_Major : 285MMR

Wave1 – Any General : 110B

Wave2 – Major : 270MMR (110B)

Loss : 0

Camp 8 : 200 Bear

My_Boris : 195MMR

My_Major : 285MMR

Major : 11MSW, 259MMR (11MSW)

Loss : 0

Camp 9 : 100 Bear, 100 Wolf, 150 Wolf Packleader

My_Boris : 195MMR

My_Major : 285MMR

Wave1 – Any General : 75B

Wave2 – Major : 270MMR (75B)

Loss : 0

Camp 10 : 100 boar, 100 Wolf, 150 Fox

My_Anslem : 75SW, 25KN, 65BES

Major : 40MSW, 170KN, 60BES (40MSW, 80KN)

Loss : 74SW, 19KN

Camp L11 : 100 fox, 200 Giant, 1 Giant Bear

Wave1 – MMA : 220R

Wave2 – Major : 5SW, 265AMR !!

Wave1 – MMA : 220R

Wave2 – Major : 3MSW, 267AMR !! (220R, 3MSW)

Loss : 220R, 5SW

Camp 12 : 100 Bear, 200 Wolf Packleader

My_Boris : 195MMR

My_Major : 285MMR

Wave1 – Any General : 45B

Wave2 – Major : 270MMR (45B)

Loss : 0

Camp L13 : 100 Bear, 50 Fox, 50 Giant, 2 Furious Boar

Wave1 – MMA : 135Cav

Wave2 – My_Major : 7SW, 278MMR

Wave2 – Major : 8MSW, 262MMR (135Cav, 8MSW)

Loss : 135Cav, 6SW

Sector 3 (map position P3)

Camp 14-L17 *****

Camp 14 : 100 Royal Militia, 150 Royal Cavalry

My_Anslem : 43SW, 32KN, 90BES

Major : 13MSW, 197KN, 60BES (13MSW, 78KN)

Loss : 42SW, 18KN

Camp 15 : 200 Royal Longbowman, 100 Royal Cavalry

My_Vargus : 34SW, 161MMR

Major : 250KN, 20BES (50KN)

Loss : 33SW

Camp 16 : 150 Royal Recruit, 100 Royal Militia, 100 Royal Bowman

My_Major : 111SW, 174MMR

Major : 68MSW, 202MMR (68MSW)

Loss : 110SW

Camp L17 : 250 Royal Recruit, 1Dark Magician, 1 Royal Huntsmen Leader

My_Major : 40SW, 245MMR

Major : 47MSW, 223MMR (47MSW)

Loss : 40SW

Collect 3 Glowing Herbs

Go to Home Island and make Dispelling Concoction

Use Dispelling Concoction on the Enchanted Pond.

Sector 4 (map position P4)

Camp 18-L21 *****

Camp 18 : 150 Royal Recruit, 150 Royal Militia

My_Major : 38MSW, 247MMR

Major : 50MSW, 220MMR (50MSW)

Loss : 38MSW

Camp 19 : 150 Royal Militia, 100 Royal Bowman, 100 Royal Cannoneer

Wave1 – My_Vargus : 195B

Wave2 – My_Major : 12SW, 75AMR, 198MMR

Wave1 – MMA : 220B

Wave2 – Major : 31MSW, 2390MMR (220B, 30MSW)

Loss : 195B, 12SW

Camp 20 : 150 Royal Longbowman, 200 Royal Cavalry

My_Anslem : 165KN

Major : 270KN (156KN)

Loss : 45KN

Camp L21 : 200 Royal Recruit, 100 Royal Bowman, 100 Royal Cannoneer, 1 Assassin

Wave1 – My_Nusala : 180B

My_Major2 : 25SW, 12MRK, 60AMR, 188MMR

Wave1 – MMA : 220B

Wave2 – Major : 46MSW, 24MRK, 199MMR (220B, 45MSW, 24MRK)

Loss : 180B, 24SW, 12MRK

Sector 5 (map position P5)

Camp 22-L25 *****

With My_Major – send attack on Camp 23 – close after Wave1 – has to be intercepted :)

Camp 22 : 200 Royal Recruit, 100 Royal Militia

Wave1 – My_MMA : 220B

Wave2 – My_Boris : 10SW, 185MMR

Wave2 – My_Major2 : 15SW, 270MMR (220B, 15SW)

Major : 40MSW, 230MMR (40MSW)

Loss : 220B, 10SW

Camp 23 : 100 Royal Militia, 100 Royal Bowman, 50 Royal Longbowman

My_Boris : 185MMR

My_Major : 253MMR

Major : 270MMR (0)

Loss : 0

Camp L24 : 100 Royal Militia, 100 Royal Bowman, 50 Royal Longbowman, 100 Royal Cavalry

Wave1 – My_Anslem : 120SW

Wave2 – My_Medic(2) : 200KN, 15BES

Major : 92MSW, 50KN, 128BES (92MSW, 50KN)

Loss : 120SW, 50KN

The Evil Queen's Castle

Camp L25 : 100 Ranger, 100 Elite Soldier Deserter, 150 Royal Cannoneer, 1 Evil Queen

My_Major : 5MSW, 150AMR, 130MMR

Major : 32MSW, 110AMR, 128MMR (32MSW)

Loss : 4MSW

Details of block timing ::

Block1 from P1

Camp 1,3,4	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		80 sec	20 sec	100 sec	
Kill 3	83 sec	93 sec (out)	* sec		93 sec (out)
Wave1 4	88 sec	98 sec (out)	* sec		98 sec (out)
				Min : 100 sec	Max : 98 sec

Block2 from P1

Camp 1,4,5	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		87 sec	20 sec	107 sec	
Kill 4	90 sec	100 sec (out)	* sec		100 sec (out)
Wave1 5	95 sec	105 sec (out)	* sec		105 sec (out)
				Min : 107 sec	Max : 107 sec

Block3 from P1

Camp 1,5,L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		93 sec	20 sec	113 sec	
Kill 5	96 sec	106 sec (out)	* sec		106 sec (out)
Wave1 L6	101 sec	111 sec (out)	* sec		111 sec (out)
				Min : 113 sec	Max : 111 sec