

Mission : At the Foot of the Mountain

Campaign : Mountain Clan - 1

Version : 26/12-2019

Units needed :

My Gemini, My Nusala, My Younger Gemini(2), My Vargus, My Steadfast(4),
My Boris, 2 My MMA, My SuperBlock, 5 Tavern
5R, 520B, 1302KN, 268SW, 816MSW, 240MMR, 198AMR, 60BES

Loss :

5R, 520B, 1241KN, 267SW, 427MSW – risk of losing 2 AMR

XP : ???

Can be completed in less than 2 hours if you have generals and troops needed.

Following my guides for 2-debuff version following materials will be needed for full Mountain Clan Campaign

Hardwood Planks : 60.000	Granite : 100.000	Coal : 175.000
Wool : 3.000	Tools : 20.000	Steel bars : 10.000
Warhorse : 2.000	Arquebus : 500	Platinum swords : 1.000
Saltpeter : 1.250	Titanium bars : 1.000	Mahagony planks : 10.000
Magic Beans : 500	Herbs : 500	Wheat : 80.000
Water : 200.000	Barrel : 500	Carriage : 2.400
Sausages : 22.500	Wollen Cloth : 18.000	Advanced Paper : 8.500
Coins : 10.000	Brew : 100.000	Exo-wood planks : 45.000
Platinum bars : 57.000	Iron bars 22.500	Gunpowder : 3750

Skills on My ... generals :

(20/12-2019)

--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 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)



Produce 5 building repair kits (7500 Platinum bars, 1750 Mahogany planks each)

Later you will get tools needed for Bridge Repairs
Cost is 22.500 Hardwood planks and 25.000 Granite each (1 to 3 is needed)

Sector 1a (map position P1a and P1b)

Camp 1-L6 *****

Camp 1 : 150 Jomsviking, 300 Thrall, 150 Berserk
My Nusala : 44MSW, 136AMR

Loss : 44MSW

Camp 2 : 150 Jomsviking, 150 Housecarl, 200 Berserk
My Gemini : 99SW, 1MSW, 195MMR
My Major : 109SW, 176MMR (108SW)

Loss : 99SW

Camp 3 : 175 Jomsviking, 150 Housecarl, 200 Valkyrie
My Nusala : 73SW, 107AMR

Loss : 72SW



Camp 4 : 150 Jomsviking, 100 Housecarl, 150 Karl, 150 Berserk

Block1 – Tavern : 1R

Camp 5 : 200 Jomsviking, 50 Housecarl, 125 Karl, 50 Valkyrie, 100 Berserk

Block2 – Tavernn : 1R

leader L6 : 100 Jomsviking, 200 Housecarl, 100 Karl, 100 Valkyrie, 100 Berserk

Attack1 – My Nusala : 65MSW, 115AMR

Loss : 64MSW

Send Block1, then Block2 and Attack1 on Drumbeat

Sector 1b (map position P1a)

Camp 7-L9 *****



Camp 7 : 200 Jomsviking, 150 Valkyrie, 200 Berserk

Tavern : 1R

Camp 8 : 250 Jomsviking, 200 Berserk

Attack1 – Nusala : 47MSW, 133AMR

Leader L9 : 275 Jomsviking, 225 Berserk

Attack2 – My_Gemini : 55MSW, 240MMR

Attack2 – My_Major1 : 61MSW, 224MMR

Loss : 47MSW + 55MSW

Send Attack1, then Attack2 and Block1 on Drumbeat

(!!! with obsidian horseshoe buff – send Attack1 – Block1 – Attack2 !!!)

Timing is very Close!!

(Attack1 and Attack2 will be intercepted by camp 8 before Block ends.

Attack2 will continue to camp L9 after camp 8 is killed)

Sector 1c (map position P1b)

Camp 10-L14 *****

*** Depending on placement of general maybe camp 11 has to be killed first

Camp 10 : 150 Jomsviking, 125 Housecarl, 150 Karl, 75 Berserk

My Nusala : 49MSW, 131AMR

Loss : 49MSW - risk of loosing 2 AMR

Camp 11 : 250 Housecarl, 250 Karl

My Nusala : 36MSW, 144AMR

Loss : 36MSW

NEW Block – see next page for old block



NEW Block – see next page for old block

Camp 12 : 150 Jomsviking, 150 Housecarl, 150 Berserk

Block1 – My Super Block : 155MSW, 60BES

Leader L14 : 250 Jomsviking, 100 Housecarl, 100 Karl, 50 Valkyrie, 50 Berserk :

Wave1 – MMA : 220B

Attack1 – My Nusala : 42MSW, 138AMR

Camp 13 : 200 Jomsviking, 200 Housecarl, 115trall

Block2 – Tavern : 1R

Loss : 1R, 220B, 41MSW

Send Block1, Wave1, then Attack1 and Block2 on Drumbeat

Old Block – see previous page for new block

Camp 12 : 150 Jomsviking, 150 Housecarl, 150 Berserk

My_Nusala : 40MSW, 140AMR

(Wave1 – Charge_MMA : 220B

Wave2 – My_Nusala : 42SW, 138AMR (220B, 41SW (200B, 37SW)))

Loss : 40MSW



Old Block – see previous page for new block

Camp 13 : 200 Jomsviking, 200 Housecarl, 115trall

Block1 – Tavern : 1R

Leader L14 : 250 Jomsviking, 100 Housecarl, 100 Karl, 50 Valkyrie, 50 Berserk :

Wave1 – MMA : 220B

Attack1 – My_Nusala : 42MSW, 138AMR

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

Loss : 1R, 220B, 41MSW (200B, 36MSW)

Sector 2 (map position P2)

Camp 15-L18 *****

Camp 15 : 100 Frost Ibex, 50 Frost Fox
My Boris : 195KN

Loss : 86KN

Camp 16 : 120 Frost Ibex, 50 Frost Fox
My Boris : 195KN

Loss : 123KN



Camp 17 : 90 Frost Ibex, 80 Frost Fox

Block 1 – My Superblock : 215MSW

Kill :

Wave1 – My_MMA : 90KN

Wave2 – My_Vargus : 63MSW, 132MMR (90KN, 62MSW)

Camp L18 : 100 Frost Ibex, 100 Frost Fox

Attack1 – My Boris : 195KN

Loss : 150KN

Build Bridge Repair Kit

2 Side sectors !

**** When leader is killed you have to decide if you want to kill sector 5 and 6. (both are extra)**

**** If you repair main bridge then you cannot later repair bridge to extra sectors !!**

**** You will get bridge repair kit when killing leader in Extra sector !!**

+ Nice XP compared to losses (if you use blocks)

- Each cost 25.000 Granite for bridge-repair.

Sector 3 (map position P3) - extra

Camp 19-L22 *****

Camp 19 : 60 Frost Ibex, 35 Frost Fox

My Boris : 195KN

Loss : 21KN



Camp 20 : 120 Frost Ibex, 25 Frost Fox

Block1a – MMA : 1R

Block1 – My Superblock : 215MSW

Camp 21 : 25 Frost Ibex, 125 Frost Fox

Block2 – Tavern : 195MSW

Camp L22 : 80 Frost Ibex, 120 Frost Fox, 1 Enormous Ibex

Wave1 – My Steadfast : 105KN

Attack1 – My Vargus : 30MSW, 140MMR, 25BES

Wave1 – My_MMA : 150KN

Attack1 – My_Vargus : 65MSW, 70MMR, 60BES (1R, 150KN, 65MSW)

Loss : 1R, 105KN, 29MSW

Send Block1a.

Then send Block1 following Block1a close, then Block2, Wave1 and Attack1 on Drumbeat.

Sector 4 (map position P2) - extra

Camp 23-L26 *****

Camp 23 : 75 Frost Ibex, 25 Frost Fox

My Boris : 195KN

Loss : 15KN



Move Wave1 and Attack1 - 1 step back

Camp 24 : 50 Frost Ibex, 75 Frost Fox

Block1 – Tavern : 191MSW

Camp 25 : 80 Frost Ibex, 60 Frost Fox

Block2 – Tavern : 200MSW

Camp L26 : 75 Frost Ibex, 140 Frost Fox, 1 Enormous Ibex

Wave1 – My Steadfast : 95KN

Attack1 – My Vargus : 50MSW, 90MMR, 55BES

Wave1 – My_MMA : 170KN

Attack1 – Vargus : 68MSW, 72MMR, 55BES (170KN, 68MSW)

Loss : 170KN, 68MSW

Sent Block1 followed Block2, Wave1 and Attack1 (maybe delay Wave1 for 1 sec)

Sector 5 (map position P3)

Camp 27-L31 *****

** Maybe use what you have left of generals for some extra suicide attacks !

Camp 27 : 80 Frost Ibex, 160 Frost Fox

My Boris : 195KN

Loss : 183KN

Camp 28 : 145 Frost Ibex, 40 Frost Fox

Wave1 – My Steadfast : 60KN

Wave2 – My Boris : 195KN

Wave1 – My_MMA : 70KN

Wave2 – My_Boris : 195KN (190KN)

Loss : 153KN

Camp 29 : 150 Frost Ibex, 50 Frost Fox

Wave1 – My Steadfast : 80KN

Wave2 – My Boris : 195KN

Wave1 – My_Medic(1) : 125KN

Wave2 – My_Boris : 195KN (242KN)

Loss : 176KN

Camp 30 : 50 Frost Ibex, 170 Frost Fox

My Boris : 195KN

Loss : 134KN

Camp L31 : 200 Jomsviking, 200 Housecarl, 100 Valkyrie, 200 Berserk, 1 Steel Beard

Wave1 – My Younger Gemini(1) : 155B

Wave2 – My Younger Gemini(2) : 155B

Wave3 – My Gemini : 97SW, 198AMR

Wave1 – My_Nusala(1) : 180B

Wave2 – My_Nusala(2) : 180B

Wave3 – My_Major1 : 95SW, 190AMR (360B, 95SW)

Loss : 310B, 96SW

Details of block timing ::

Block from P1

Camp 4-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 4		80 sec	20 sec	100 Sec	
Block 5		82 sec	20 sec	102 sec	
Kill L6	85 sec	97 sec	(40 sec)	(97 sec)	137 sec
				Min : 100 sec	Max : 97 sec

Block2

Attack1 and Attack2 will be intercepted by camp 8 before Block ends.
Attack2 will continue to camp L9 after camp 8 is killed

Camp 1-L3	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Kill 8	50/58 sec	77 sec	30 sec	(58 sec)	58 sec (i.cept 8)
Kill L9	57/63 sec	?? sec	40 sec	(63 sec)	63 sec (i.cept 8)
Block 7		50 sec	20 sec	70 sec	
				Min : 70 sec	Max : 63 sec

New Block3

Camp 12-L14	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 12		143 sec	80-100 sec	223 sec	
Wave1 L14	146-156 sec	161 sec	10 sec		
Kill L14	154-164 sec	171 (169) sec	30 sec	(171 sec)	201 sec
Block 13		154	20sec	174 sec	
				Min : 223 sec	Max : 201 sec

Block4

Camp 17-L18	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 17		139 sec	80 sec	219 sec	
Kill L18	142 sec	164 sec	30 sec		194 sec
				Min : 219 sec	Max : 194 sec

Block5

Camp 20-L22	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 20		80 sec	110 sec	190 sec	
Block 21		108 sec	120	228 sec	
Kill L20	91/111 sec	126 sec	50 sec		176 sec
				Min : 190 sec	Max : 194 sec

Block6

Camp 24-L26	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 24		189 sec	140-180 sec	329 sec	
Block 25		194 sec	100	294 sec	
Kill L26	197/197 sec	232 sec	50 sec		282 sec
				Min : 294 sec	Max : 282 sec

Old block 3

Camp 1-L3	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Wave1	94 sec	100 sec	10 sec		
Attack1	106 sec	111 sec	30 sec	(111 sec)	141 sec
Block1		97 sec	20 sec	117 sec	
				Min : (117 sec)	Max : 141 sec