

# **Mission : Roaring Bull**

## **Version : Full - Major, MMA and CoA**

### **Units needed :**

Major, 2 (3) MMA, My\_Anslem, My\_Nusala, My\_Vargus, 5 (6) Tavern  
1100R, 231M, 165Cav, 205S, 160Xbow, 136E and 165Cannon

### **Loss max :**

1100R, 231M, 15S

### **XP :**

37580

### **Without sector 7 :**

Loss max : 928R, 115M, 10S

XP : 32500

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

( 28/12-2017 )

My\_Major :

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

My\_Anslem :

3 Jog, 3 First Aid, 2 Rapid Fire, 3 Overrun, 1 Hostile Takeover, 3 Battle Frenzy, 1 Weekly Maintenance, 3 Garrison Annex

My\_Nusala :

3 Jog, 3 First Aid, 3 Rapid Fire, 3 Overrun, 2 Hostile Takeover, 1 Battle Frenzy, 2 Just a flesh wound, 3 Garrison Annex, 1-up

My\_Vargus :

3 Jog, 3 First Aid, 2 Rapid Fire, 3 Overrun, 1 Hostile Takeover, 3 Battle Frenzy, 3 Garrison Annex



## First sector ( map position S1 )

### Camp 1-5L \*\*\*\*\*

Camp 1 : 100 Nomad, 100 Composit Bowman  
Vargus : 23R, 1E, 156Xbow  
( Major : 40R, 1E, 95Cav, 134Xbow ( 40R )

Loss : 24R

Camp 2 : 80 Nomad, 50 Lance Rider, 70 Riding Bowman  
My\_Anslem : 81R, 84Cannon  
( Anslem : 90R, 60Cannon ( 90R )  
Major : 155R, 1M, 114Cannon ( 155R ) )

Loss : 81R



Camp 3 : 100 Nomad, 100 Riding Bowman

Block1 – Tavern : 2R, 100S, 65Cav

Camp 4 : 100 Nomad, 30 Lance Rider, 50 Composite Bowman

Block2 – Tavern : 95S

Camp 5L : 70 Lance Rider, 80 Riding Bowman, 20 Riding Amazonian Guard

Attack1 – My\_Anslem : 75R, 5S, 85E

( Attack1 – Anslem : 75R, 10S, 65E ( 75R, 10S )

Attack1 – Major : 50R, 53M, 167Cannon ( 50R, 53M ) )

Send Block1 - then Block2 and Attack1 on drumbeat

Loss : 75R – 5S

## Second sector ( map position S2 )

### Camp 6-8 \*\*\*\*\*



Camp 6 : 80 Nomad, 100 Riding Bowman  
Block1 – Tavern : 94S, 31E

Camp 7 : 80 Lance Rider, 80 Riding Bowman  
Block2 – Tavern : 60S, 125C

Camp 8L : 50 Nomad, 50 Lance Rider, 60 Riding Amazonian Guard  
Attack1 – Anslem : 41M, 1E, 108Cannon  
( Attack1 – Major : 104R, 1E, 165Cannon ( 104R ) )

Send Block1 - then Block2 and Attack1 on drumbeat

Loss : 41M

## Third sector ( map position S3 )

### Camp 9-14 \*\*\*\*\*

Camp 9 : 90 Nomad, 60 Lance Rider, 50 Cataphract

Wave 1 – MMA : 1R

Attack1 – Major : 105R, 165Cannon

Loss : 106R

Camp 10 : 100 Cultist, 100 Firedancer

Wave 1 – MMA : 1R

Wave 2- Nusala : 91R, 1E, 88Cav

( Wave 1 – MMA : 1R

Wave 2 – Nusala : 102R, 1E, 62Xbow ( 103R )

Wave 2 – Major : 119R, 1E, 150Cav ( 120R ) )

Loss : 92R



Camp 11 : 40 Cultist, 60 Dark Priest, 100 Firedancer  
Block1 – Tavern : 135E, 65Cav

Camp 12 : 100 Cultist, 80 Shadowsneaker, 20 Dark Priest  
Block2 – Tavern : 1R

Camp 13 : 70 Cultist, 50 Shadowsneaker, 80 Firedancer  
Block3 – Tavern : 1R

Camp 14L : 80 Cultist, 120 Firedancer  
Attack1 – Nusala : 127R, 1E, 37Xbow  
( Attack1 – Major : 183R, 1E, 86Xbow ( 185R )

Send Block1 - then Block2, Block3 and Attack1 on drumbeat

Loss : 129R

## Fourth sector ( map position S4 )

### Camp 15-16 \*\*\*\*\*



Camp 15 : 110 Nomad, 40 Riding Amazonian Guard, 50 Cataphract  
Block3 – Tavern : 1R ( 1 )

Camp 16L : 70 Nomad. 100 Lance Rider, 30 Cataphract, 1 Uproacious Bull  
Attack1 – Anslem : 94R, 1E, 55Cannon  
( Attack1 – Major : 129R, 1E, 140Cannon ( 129R ) )

Send Block1 - then Attack1 on drumbeat

Loss : 95R



## Fifth sector ( map position S5 )

### Camp 17-19 \*\*\*\*\*

Camp 17 : 120 Nomad, 80 Lance Rider

Anslem : 42R, 108Cannon

( Major : 87R, 1E, 182Cannon ( 87R ) )

Loss : 42R



Camp 18 : 50 Nomad, 50 Lance Rider, 80 Riding Bowman

Block1 – Tavern : 2R, 121S

Camp 19L : 80 Lance Rider, 40 Riding Bowman, 60 Riding Amazonian Guard

Attack1 – Anslem : 74M, 76Cannon

( Attack1 – MMA : 1R

Attack2 – Major : 150R, 120Cannon ( 150R ) )

Send Block1 - then Attack1 ( and Attack2 ) on drumbeat

( Attack 2 from positon right/below Attack1 )

Loss : 74M

## Sixth sector ( map position S6 )

### Camp 20-22 \*\*\*\*\*



\*\* !!! RISKY !!! - close – and small risk of block being 20 seconds to short.

Camp 20 : 60 Nomad, 50 Lance Rider, 80 Riding Amazonian Guard

Block1 – Tavern : 14R, 51S, 91E ( 156 )

( Kill :

Major 167R, 103Cannon ( 167R )

Anslem 77M, 73Cannon ( 77M ) )

Send attack on camp 22 – will be intercepted

Camp 21 : 100 Nomad, 90 Riding Amazonian Guard

Block2 – Tavern : 1S, 44E, 136Cav ( 181 )

Camp 22L : 60 Nomad, 70 Riding Amazonian Guard, 40 Cataphract

Attack 1 – My\_Major : 137R, 148Cannon

( Attack1 – Major : 157R, 113Cannon ( 157R ) )

Send Block1 - then Block2 ( send on camp 22 ) and Attack1 on drumbeat

Loss : 136R

Alternative with extra 1R block :

Send Blockx ( 1R ) - then Block2 ( send on camp 22 ), Attack1 and **Block1** on drumbeat



## Seventh sector ( map position S7 )

### Camp 23-26 \*\*\*\*\*

( Maybe dont do this sector I think loss is to big compared to XP )

Camp 23: 80 Lance Rider, 120 Riding Bowman

My\_Anslem : 105R, 60Cannon

( Anslem : 112R, 38Cannon ( 112R )

Major : 100R, 60M, 110Cannon ( 100R, 48M ) )

Loss : 105R

Camp 24 : 80 Nomad, 70 Lance Rider, 40 Riding Amazonian Guard

Anslem : 60R, 25M, 65Cannon

( Major : 110R, 160Cannon ( 108R ) )

Loss : 60R, 25M



**\*\* CLOSE**

Camp 25 : 50 Nomad, 80 Lance Rider, 50 Cataphract  
Block1 – Tavern : 5R, 1M, 83E, 102Cav

Camp 26L : 70 Lance Rider, 80 Riding Amazonian Guard, 40 Cataphract

Wave1 – My\_Nusala : 1R ( 1-Up )

Attack1 – My\_Anslem : 87M, 78Cannon

( Wave1 – MMA : 1R

Attack1 – My\_Anslem : 121M, 44Cannon ( 121M )

Attack1 – Anslem : 125M, 25S ( 125M, 5S )

Attack1 – Major : 165M, 105Cannon ( 165M ) )

Send Block1 - then Wave1 and Attack1 on drumbeat

Loss : 87M

## Eighth sector ( map position S8 )

Camp 27-28 \*\*\*\*\*



\*\* Send Block1 then Wave1 and Attack1 on drumbeat

Camp 27 : 100 Cultist – 40 Shadowsneaker – 60 Firedancer  
Block1 – Tavern : 1R( 1 )

Camp 28L : 80 Cultist – 50 Shadowsneaker – 70 Firedancer – 1 Dark High Priest  
Wave1 – Nusala : 1R  
Attack1 – Major : 110R – 1E - 159Xbow

Loss : 110R

## Details of block timing ::

Block from S1

<b>Camp 3-5L</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		96 sec	100-200 sec	196 sec	
Block 4	99 sec	141 sec	100-200 sec	241 sec	
Kill 5L	144 sec	149 sec	40 sec		189 sec
				Min : 196 sec	Max : 189 sec

Block from S2

<b>Camp 6-8L</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 6		96 sec	120-220 sec	216 sec	
Block 7	99 sec	164 sec	100-160 sec	264 sec	
Kill 8L	167 sec	176 sec	20 sec		196 sec
				Min : 216 sec	Max : 196 sec

Block from S3

<b>Camp 11-14L</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 11		166 sec	100-180 sec	266 sec	
Block 12	169 sec	210 sec	20 sec	230 sec	1R
Block 13	174 sec	212 sec	20 sec	232 sec	1R
Kill 14L	212 sec	220 sec	40 sec	( 220 sec )	260 sec
				Min : 266 sec	Max : 260 sec

Block from S4

<b>Camp 15-16L</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 11		57 sec	20 sec	77 sec	
Kill 14L	60 sec	68 sec	80 sec	( 68 sec )	148 sec
				Min : 77 sec	Max : 148 sec

Block from S5

<b>Camp 18-19L</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 11		110 sec	100-240 sec	210 sec	
Kill 14L	113 sec	148 sec	40 sec		188 sec
				Min : 210 sec	Max : 188 sec

Block from S6 - **RISKY**

<b>Camp 20-22L</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 20		57 sec	100-220 sec 1/100 = 100sec	157 sec	
Block 21	60 sec	125 sec	100-220 sec	225 sec	
Kill 22L	128 sec	146 sec	30 sec		176 sec
				Min : 157 sec	Max : 176 sec

Block from S6 ( extra 1R ) - **Close**

<b>Camp 20-22L</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 20		57 sec	120-220 sec	177 sec	
Block 21	60 sec	125 sec			
Kill 22L	128 sec	146 sec	30 sec		176 sec
				Min : 77 sec	Max : 176 sec

Block from S7 - **Close**

<b>Camp 25-26L</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 25		136 sec	100-180 sec	236 sec	
Kill 26L	139 sec	191 sec	40 sec		131 sec
				Min : 236 sec	Max : 131 sec



<b>Camp 27</b>	<b>Block</b>	<b>Tavern-1</b>
100 Cultist	?? steps	1R ( 1 )
40 Shadowsneaker		
60 Firedancer		

<b>Camp 28</b>	<b>Leader</b>	<b>Nusala</b>	
80 Cultist	?? step-intercept	1R ( 1 )	?? sec
50 Shadowsneaker		<b>Major</b>	
70 Firedancer	?? steps	110R ( 110 )	
1 Dark High Priest		1E	
		159Xbow	