

Mission : The Heroic Little Tailor

Version : 8/2-2018

Units needed :

1 My_Major2, 1 My_Anslem, 2 My_Nusala, 1 My_Vargus, 5 My_MMA2, 1 My_Boris, 1 My_Maddie, 1 My_Medic, 1 My_Super_Block, 2 Tavern and 1 200-general
285Cav, 1410LB, 1131S, 238Xbow, 285 E and 180Cannon

Loss :

1131S, 1410LB

Skills on My ... generals :

(29/4-2019)

--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, 2 Fast Learner, 2 Garrison Annex (17)

--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-L4 *****

Camp 1 : 100 Boar, 50Wolf
My_Anslem : 59S, 1E, 105Cannon

Loss : 59S



Camp 2 : 40 Boar, 100 Fox
Block1 – Tavern : 136E

Camp 3 : 50 Boar, 50Wolf, 50 Fox
Block2 – Tavern : 149E

Camp L4 : 120 Bear, 50 Fox

Wave1 - Assassin

if Bear gone :

Wave2 - My_Anslem with 165S (loss 5S)

if Fox gone :

Wave2 – My_Maddie : 120S, 95Cannon (loss 120S)

Use Assassin

Send Block1, then Block2 and Attack1 on Drumbeat

Loss : Assassin, 120S

Sector 2 (map position P2)

Camp 5-L7 *****



Camp 5 : 100 Boar, 30 Bear

Block1 – Tavern : 109S, 65E, 26Cav

Camp 6 : 75 Wolf, 75 Wolf Packleader

Block2 – Tavern : 165E

Camp L7 : 50 Boar, 100 Wolf Packleader, 1 Black Bull

Wave1 – My_MMA2 : 210LB

Wave2 – My_Maddie : 44S, 1E, 170Cannon

Send Block1, then Block2, Wave1, Wave2 on Drumbeat (no general on pos Attack1)

Loss : 210LB, 44S

Sector 3 (map position P3)

Camp 8-L13 *****

Camp 8 : 100 Bear, 50 Wolf, 30 Fox

Wave1 – My_MMA : 150LB

Wave2 – My_Anslem : 75S, 1E, 10LB, 79Cannon

Loss : 160LB, 75S

Camp 9 : 200 Boar

My_Anslem : 96S, 1E, 68Cannon

Loss : 96S

Camp 10 : 100 Bear, 80 Wolf

Wave1 – My_MMA : 100LB

Wave2 – My_Anslem : 100S, 1E, 64Cannon

Loss : 100LB, 100S



****Send on Camp L13**

Camp 11 : 70 Bear, 80 Wolf Packleader, 40 Fox

Block1 – Tavern : 1R

Camp 12: 80 Bear, 80 Giant

Initial – 200-general : 110LB

Block2 – Tavern : 200E

Camp L13 :

Wave1 – My_MMA : 155LB

Attack1 – My_Major : 45LB, 1S, 238XB, 1Cannon

Send Initial on Camp 12

Send Block1 on camp L13 (will be intercepted by Camp 11), then Block2, Wave1 and Attack1 on Drumbeat.

Loss : 310LB

Sector 4 (map position P4)

Camp 14-L18 *****

Camp 14 : 100 Bear, 90 Fox
Wave1 – My_MMA2 : 160LB
Wave2 – My_Anslem : 165S

Loss : 160LB, 116S

Camp 15 : 50 Boar, 70 Wolf
My_Major2 : 25S, 260Cav

Loss : 25S

Camp 16 : 60 Boar, 140 Wolf Packleader
Wave1 – My_Medic : 190LB
Wave2 – My_Anslem : 150S, 15Cav

Loss : 190LB, 80S



Camp 17 : 70 Bear, 100 Fox

Block1 – My_Super_Block : 215E

Camp L18 : 100 Bear, 50 Fox, 50 Giant

Wave1 – My_Nusala : 180LB

Attack1 – My_Major : 57S, 1E, 226Xbow, 1Cannon

Send Block1, then Wave1 and Attack1 on Drumbeat (No Block2 used)

Loss : 180LB, 57S

Sector 5 (map position P5)

Camp 19-L23 *****

Camp 19 : 60 Cultist, 50 Shadowsneaker, 80 Fanatic
My_Anslem : 24S, 1E, 140Cav

Loss : 24R

Camp 20 : 120 Bear, 50 Wolf
Wave1 – My_MMA : 100LB
Wave2 – My_Anslem : 95S, 70Cannon

Loss : 100LB, 95S

Camp 21 : 40 Cultist, 160 Dancing Dervish
My Major2 : 7S, 78Cav, 200Xbow

Loss : 7S

Camp 22 : 60 Cultist, 1 Witch of Swamp, 90 Shadowsneaker
My_Anslem : 15S, 150Cannon

Loss : 15S

Camp L23 : 1 Spawn of Hell, 70 Cultist, 80 Firedancer
Wave1 - Ballista
Wave2 – My_Major2 : 15S, 269Cav, 1Cannon

Loss : Ballista, 15S

Sector 6 (map position P6)

Camp 24-L27 *****

Camp 24 : 100 Shadowsneaker, 70 Firedancer
My_Vargus : 30S, 1E, 164Cav

Loss : 30S (1-30S)

Camp 25 : 100 Cultist, 100 Dancing Dervish
My_Major2 : 25S, 1E, 69Cav, 190Xbow

Loss : 25S

Camp 26 : 40 Shadowsneaker, 80 Fanatic, 80 Firedancer
Wave1 – My_MMA : 1S
Wave2 – My_Boris : 185Cav

Loss : 1S

Camp L27 : 80 Cultist, 80 Firedancer, 1 Dark High Priest
Wave1 – My_MMA2 : 10S
Wave2 – My_Nusala : 63S, 1E, 116Xbow

Loss : 73S

Sector 7 (map position P7)

Camp 28-L32 *****

Camp 28 : 100 Cultist, 100 Firedancer
My_Anslem : 73S, 1E, 91Cannon

Loss : 73S

Camp 29 : 80 Cultist, 40 Shadowsneaker, 80 Dark Priest
Wave1 – My_MMA2 : 1S
Wave2 – My_Major : 11S, 1E, 273Cav

Loss : 10S

Camp 30 : 150 Dark Priest
Wave1 – My_Vargus : 1LB
Wave2 – My_Major : 285Cav

Loss : 1LB

!!! Send on camp 32 - and recall after defeatibng camp 31 !!!
Camp 31 : 90 Shadowsneaker, 90 Dancing Dervish
My_Anslem : 7S, 1E, 157Xbow

Loss : 7S

Lootspotters can use camp 'ls' - Any general and 1S needed

Camp 32 : 60 Cultist, 1 Witch of the Swamp, 60 Fanatic, 1 Dark Magician
Wave1 – My_Anslem : 5S
Wave2 – My_Boris : 1S
Wave3 – My_MMA : 1S
Wave4 – My_Nusala : 1S
Wave5 – My_Maddie : 35S, 180Cannon (loss : 43S)

Loss : 43S

Details of block timing ::

Block from P1

Camp 2-L4	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 2		96 sec	120-220 sec	216 sec	
Block 3	99 sec	138 sec	120-260 sec	238 sec	
Kill L4	141 sec	179 sec	10+20 sec		209 sec
				Min : 216 sec	Max : 209 sec

**** CLOSE** – and 1/10000 risk of Block 2 lasting only 100 sec which is to short

Block from P2

Camp 5-L7	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 5		44 sec	160-240 sec	204 sec	
Block 6	47 sec	101 sec	80-120 sec	218 sec	
Kill L7	104 sec	146 sec	10+10+30 sec		196 sec
				Min : 184 sec	Max : 196 sec

**** CLOSE** – 25/1000 risk of Block 5 lasting only 140 sec or less, which is to short

Block from P3

Camp 11-L13	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 11		215 sec	20 sec	235 sec	Pass-thru
Block 12		230 sec	100-320 sec	330 sec	
Kill L13	223 / 246 sec	278 sec	10+20 sec		308 sec
				Min : 330 sec	Max : 308 sec

Block from P4

Camp 17-L18	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 17		103 sec	140-240 sec	243 sec	
Kill L18	111 sec	156 sec	10+30 sec		196 sec
				Min : 243 sec	Max : 196 sec

