

# **Mission : Hansel and Gretel**

**Version : 17/5-2019**

## **Units needed :**

1 My\_Major1, 1 My\_Major2, 1 My\_Anslem, 1 My\_Nusala 1 My\_Vargus, 1 My\_Boris, 1 MMA, 2 My\_Medic, 2 Tavern, 1 Any General  
910B, 397SW, 341MSW, 428KN, 285AMR, 341MMR, 104BES

**Loss :** 910B, 397SW, 102MSW, 308KN

XP : ( 226.133 with intel and boris)

Bring extra KN, AMR and MMR for speed.

## **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 )



Find 7 Glowing Herbs

Make 7 "White Pebble Detector" in PH/RPH

( price 200 Marble, 100 Exo. Logs and 1 Glowing Herb each )

Use them on 7 Hidden Paths 'H'

## Sector 1 ( map position P1 )

### Camp 1-L3 \*\*\*\*\*

Camp 1 : 200 Wolf Packleader, 200 Fox

My\_Vargus : 32MSW, 163MMR

Major : 234KN, 36BES ( 99KN )

Loss : 31MSW ( 28MSW )

Camp 2 : 150 Boar, 100 Wolf Packleader

Major/Veteran : 235MMR

Loss : 0

Camp L3 : 150 Bear, 100 Wolf, 100 Giant

Wave1 – My\_Medic(1) : 200B

Wave2 – My\_Major : 100AMR, 185MMR

Wave1 – Any General : 200B

Wave2 - Major : 25MSW, 245MMR ( 200B, 24MSW)

Loss : 200B

## Sector 2 ( map position P2 )

Camp 4-L7 \*\*\*\*\*



( RISKY with Anslem – **VERY RISKY** with 2-wave attack )

Camp 4 : 200 Boar 100 Fox

Block1 – Tavern : 160MSW, 30MMR

Kill – Major : 195KN, 75BES ( 102KN )

Camp 5 : 160 Boar, 180 Wolf

Attack1 – My\_Boris :195MMR ( 0 )

Attack1 – Major : 260MMR ( 0 )

Camp 6 : 150 Wolf Packleader, 200 Fox

Block2 – Tavern : 149MSW, 51MMR

Camp L7 : 100 Bear, 200 Fox, 50 Giant

Wave1 – My\_Anslem : 67SW, 40KN, 58BES ( no Attack2 )

Wave1 – MMA : 220Cav

Attack2 – Major : 23MSW, 207KN, 40BES (21MSW, 60KN )

Send Block1

When Block1 enter Camp 4 ( Disappear – dont wait til fight starts ) send Major-1

When Block1 starts fight ( sound ) send Block2 followed by Wave1 ( and Attack2 )

Loss : 66SW, 25KN

## Sector 3 ( map position P3 )

### Camp 8-L13 \*\*\*\*\*

Camp 8 : 200 Bear, 200 Fox

Wave1 – My\_Medic(2) : 140KN

Wave2 – My\_Anslem : 40SW, 105KN, 20BES

Wave1 – MMA : 200KN

Wave2 – Major : 235KN, 35BES ( 305KN )

Loss : 39SW, 185KN

Camp 9 : 100 Wolf Packleader, 150 Fox

Anslem : 130KN, 20BES

Major : 270KN ( 75KN )

Loss : 18KN

\*\*\* using My\_Major – send My\_Major on Camp 11 – following Wave1 ( camp 10 ) closely ( to get intercepted before attack – or with more space to be intercepted after wave1 finished )

Camp 10 : 150 Bear, 150 Wolf Packleader

Wave1 – Any General : 40B

Wave2 – My\_Boris : 285MMR

Wave2 – My\_Major : 285MMR ( 40B )

Wave1 – Any General : 170B

Wave2 – Major : 270MMR (170B)

Loss : 40B

Camp 11 : 125 Bear, 200 Wolf

My\_Boris : 285MMR

My\_Major : 285MMR ( 0 )

Wave1 – Any General : 30B

Wave2 – Major : 270MMR (30B)

Loss : 0





Camp 12 : 150 Wolf Packleader, 200 Fox

Block1 – Tavern : 150MSW, 50MMR

Camp L13 : 200 Boar, 100 Fox, 50 Giant, Furious Boar

Attack1 – My\_Major2 : 55SW, 200KN, 30BES

Attack1 – Major : 57MSW, 50KN, 163BES ( 58MSW, 50KN )

Send Block1 followed by Attack1 on Drumbeat

Loss : 54SW, 50KN

If you brought extra KN then you can attack camps 14-L16 while producing sleeping powder

Collect 1 Stinky mushroom

Produce Sleeping powder in PH/RPH

( price 50 Gunpowder 150 Beans 1 stinky mushroom )

Use Sleeping Powder on witch hut 'W'



## Sector 4 ( map position P4 )

### Camp 14-L16 \*\*\*\*\*

With My\_Major – send attack on camp 15 – Camp 14 will intercept and be defeated

Camp 14 : 150 Royal Recruit, 100 Royal Militia

My\_Boris : 29SW, 1MSW, 165MMR

My\_Major : 30SW, 255MMR ( 30SW )

Major : 27MSW, 243MMR ( 27MSW )

Loss : 29SW

Camp 15 : 100 Royal Militia, 200 Royal Bowman

Major : 255MMR

Loss : 0

Camp L16 : 75 Royal Militia, 75 Royal Longbowman, 100 Royal Cavalry

My\_Anslem : 69SW, 41KN, 55BES

Wave1 – MMA : 50KN

Wave2 – Major : 245KN, 25BES ( 133KN )

Loss : 68SW, 12KN

## Sector 5 ( map position P5 )

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

Camp 17 : 150 Wolf Packleader, 150 Fox, 50 Deer

My\_Vargus : 38SW, 157MMR

Major : 200KN 70BES ( 80KN )

Loss : 37SW

Camp 18 : 200 Boar, 150 Giant, 50 Deer

My\_Major : 65SW, 220MMR

Major : 62MSW, 208MMR ( 62KN )

Loss : 64SW

Camp 19 : 200 Wolf, 150 Fox, 50 Deer

My\_Vargus : 38SW, 157MMR

Major : 200KN, 70BES ( 80KN )

Loss : 37SW

## Sector 6 ( map position P5 )

### Camp 20 -21 \*\*\*\*\*

Camp 20 :100 Elite Soldier Deserter, 150 Royal Longbowman

My\_Boris : 195MMR

Major : 270MMR

Loss : 0

Camp 21 :200 Royal Recruit, 150 Royal Militia

Wave1 – My\_Nusala(1) : 180B

Wave2 – My\_Boris : 30MSW, 165MMR

Wave2 – My\_Major : 30MSW, 255MMR

Wave1 – Any General : 200B

Wave2 – Major : 48MSW, 222MMR ( 200B, 47MSW )

Loss : 180B, 29MSW

## Sector 7 ( map position P6 )

Camp 22-L24 \*\*\*\*\*



Camp 22 : 50 Elite Soldier Deserter, 150 Rocal Cavalry, 50 Royal Cannoneer

Block1 – Tavern : 185MSW

Camp 23 : 150 Royal Recruits, 50 Royal Militia

Attack1 – My\_Boris : 195MMR

Attack1 – My\_Major : 285MMR

Attack1 – Major : 5MSW, 265MMR ( 5MSW )

Camp L24 : 75 Elite Soldier Deserter, 150 Rocal Cavalry, 100 Royal Cannoneer

Attack2 – My\_Anslem : 37MSW, 24KN, 104BES

Attack2 – Major : 45MSW, 75KN, 150BES ( 45MSW, 75KN )

Send Block1 followed by Attack1 and Attack2 on Drumbeat

Loss : 36MSW, 18KN

Attack1 will not be intercepted because of borderline

## Sector 7 ( map position P6 )

### Camp 20 -21 \*\*\*\*\*

Camp 25 :125 Royal Recruits, 75 Royal Militia

My\_Boris : 195MMR

My\_Major : 285MMR

Major : 10MSW, 260MMR ( 7MSW )

Loss : 0

\*\*\*( risk of 1 cavalry surviving MMA suicide )

Camp L26 :100 Royal Cavalry, 250 Royal Canoneer

Wave1 – My\_MMA : 235B

Wave2 – My\_Major : 285AMR !!!!

Wave1 – MMA : 220B

Wave2 – Major : 11MSW, 259AMR !!! ( 220B, 11MSW )

Loss : 235B

Camp L27 :200 Royal Militia, 100 Royal Longbowman, 70 Royal Canoneer, 1 Ilseville

Wave1 - My\_Nusala(2) : 180B

Wave2 – My\_Vargus : 75B

Wave3 – My\_Major : 5MSW, 70AMR, 210MMR

Wave1 – Major : 270B

Wave2 – MMA : 220B

Wave3 – Major : 16MSW,60AMR, 194MMR ( 490B, 16MSW )

Loss : 255B, 5MSW

## Details of block timing ::

Block from P2 ( timing start with sending Attack1 )  
( RISKY with Anslem – **VERY RISKY** with 2-wave attack )

| Camp 4-L7 | To Intercept walk | To Fight start walk | Fight duration                         | Total Fail Time | Total Kill Time              |
|-----------|-------------------|---------------------|----------------------------------------|-----------------|------------------------------|
| Block 4   |                   | 0 sec               | 180-360 sec<br>risk of 160sec          | 180 sec         |                              |
| Kill 5    |                   | 50 sec              | xxx sec                                |                 |                              |
| Block 6   | 50 sec            | 85 sec              | 140-320 sec<br>risk of 120sec          | 225 sec         |                              |
| Kill L7   | 88 sec            | 139 sec             | 30 sec<br>(40 sec with 2-wave attack ) |                 | 169 sec<br>( 179 sec )       |
|           |                   |                     |                                        | Min : 180 sec   | Max : 169 sec<br>( 179 sec ) |

Block from P2

| Camp 12-L13 | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|-------------|-------------------|---------------------|----------------|-----------------|-----------------|
| Block 6     |                   | 123 sec             | 140-320 sec    | 263 sec         |                 |
| Kill L7     | 129 sec           | 197 sec             | 40 sec         |                 | 237 sec         |
|             |                   |                     |                | Min : 263 sec   | Max : 237 sec   |

Block from P3

Intercept point ffor attack on camp 23 is on entering other sector – so spacing is safe.

| Camp 22-L24 | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|-------------|-------------------|---------------------|----------------|-----------------|-----------------|
| Block 22    |                   | 37 sec              | 180-260 sec    | 217 sec         |                 |
| Kill 23     | 40 sec            | 78 sec              | xxx sec        |                 |                 |
| Kill L24    | 91 sec            | 126 sec             | 30 sec         |                 | 156 sec         |
|             |                   |                     |                | Min : 217 sec   | Max : 156 sec   |