

Mission : The Lost City

Version : Achievement – Butcher Tribute - 17/11-2020

Units needed :

My_Gemini, My_Younger, My_Steadfast, My_Boris, My_Ghost
677SW, 295MMR

Loss :

677SW

XP : 234k

Using only Crossbowmen, swordmen, Mounted Marksmen and Besiegers

Rituals :

Stone – Makes enemy sword-units hit with lowest attack

Nature - Makes enemy horseman and mounted bowman hit with lowest attack

Wind – makes enemy dune marksman, desert marksman and mounted bowman hit lowest

Fire – arquebusses always hit max

Water – mounted units always max

Metal - sword-units an artillery hit max

Skills on My ... generals :

(29/10-2020)

--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)

--My_Cloaked : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostie Takeover, 3 Unstoppable Charge, 3 Battle Frenzy, 1 Flesh wound, 3 Garrison Annex, Master Planner (21)

--My_Tremble_Beard : 3 Jog, 3 First Aid, 3 Rapid Fire, 2 Sniper training, 3 Unstoppable Charge, 3 Fast Learner, 3 Garrison Annex, 1-Up (21)

reskil ghost

--My_Ghost : 3 Jog, 3 First Aid, 1 Juggernaut, 3 Overrun, 3 Unstoppable Charge, 1 Battle Frenzy, 3 Just a flesh wound, 3 Garrison Annex, 1Master Planner (21 reskil)
1 rapid-fire and 2 battle frenzy instead of 3 Just a Flesh wound



Pick up 2 Magic Stone (Collectibel)

In PH/RPH make :

2 Powerfull Ritual (2 * Magic Stone) (Replace Fire and Wind Rituals)

1 Water Ritual (50.000 Water and 5.000 Fish)

1 Metal Ritual (100 Platinum Bars)

1 Nature Ritual (25.000 Hardwood logs)

1 Stone Ritual (650 Granite)

6 Showel (6 * 300 Titanium Bars and 300 Exotic Wood Logs)

If you change order of attacks (change order of sectors) you have to recalculate troops needed because using rituals on altars change strength of your troops or of bandits.

Sector 1 (map position P1)

Camp 1-L3 *****

Camp 1 : 50 Sword Master, 50 Horseman, 50 Desert Marksman

Wave1 – My Younger Gemini(1) : 20SW

Wave2 – My Boris : 195MMR

Camp 2 : 100 Sword Master, 100 Horseman

Wave1 – My Younger Gemini(2) : 55SW

Wave2 – My Boris : 19SW, 176MMR

Camp L3 : 150 Dune Marksman, 300 Desert Marksman, 1 Mysterious Thief

My Gemini : 14SW, 281MMR (Pos : Wave1)

Send Block1 followed by Block3, Wave1 (and Attack1) on drumbeat

Loss : 88SW

Use Powerfull Ritual on Altar of Fire

Sector 2 (map position P2)

Camp 4-L6 *****

Fire Altar active

Camp 4 : 140 Sword Clasher, 150 Stone Cannon

My_Boris : 195MMR

My_Gemini : 295MMR

Loss : 0

Camp 5 : 200 Dune Marksman, 200 Mounted Bowman

Wave1 – My_Younger_Gemini(3) : 80SW

Wave2 – My_Ghost : 230SW

Camp L6 : 200 Sword Clasher, 100 Dune Marksman, 1 Silly Thief

My_Gemini : 27SW, 268MMR

Send Block1 followed by Attack1 on drumbeat

Loss : 162SW

Use Nature Ritual on Altar of Nature

Sector 3 (map position P2)

Camp 7-L9 *****

Fire and Nature Altar active

Sent attack on camp 8 – will be intercepted by and kill camp 7.

Camp 7 : 350 Desert Marksman

My Boris : 195MMR

Loss : 0

Camp 8 : 250 Desert Marksman, 80 Stone Cannon

My Boris : 195MMR

Loss : 0

Camp L6 : 300 Mounted Bowman, 1 Greedy Thief

My Ghost : 230SW

Loss : 136SW

Use Stone Ritual on Altar of Stone

0Sector 4 (map position P3)

Camp 10-L12 *****

Fire, Nature and Stone Altar active

Camp 10 : 100 Sword Master, 70 Mounted Bowman, 70 Stone Cannon

Wave1 – My Younger Gemini(4) : 80SW

Wave2 – My Gemini : 6SW, 289MMR

Loss : 89SW

Camp 11 : 100 Sword Clasher, 100 Sword Wielder, 100 Horseman

Wave1 – My Younger Gemini(5) : 40SW

Wave2 – My Boris : 5SW, 190MMR (My Gemini : 7SW, 288MMR)

Camp L12 : 100 Sword Wielder, 80 Horseman, 30 Dune Marksman, 1 Smart Thief

Attack1 – My Steadfast : 41SW, 194MMR

Send Block1 followed by Attack1 on drumbeat

Loss : 98SW

Use Powerfull Ritual on Altar of Wind

Sector 5 (map position P4)

Camp 13-L15 *****

Wind, Fire, Nature and Stone Altar active

Camp 13 : 300 Stone Cannon !!! is not first camp !!!

My Gemini : 295MMR

Loss : 0

Camp 14 : 100 Sword Master, 70 Desert Marksman

Wave1 – My Younger Gemini(6) : 20SW

Wave2 – My Gemini : 7SW, 288MMR

Camp L15 : 75 Sword Master, 75 Mounted Bowman, 1 Mysterious Thief

Wave1 – My Younger Gemini(7) : 30SW

Wave2 – My Gemini : 17SW, 278MMR

Send Block1 followed by Attack1 on drumbeat

Loss : 64SW

Use Water Ritual on Altar of Water

Sector 6 (map position P5)

Camp 16-L17 *****

Water, Wind, Fire, Nature and Stone Altar active

Camp 16 : 140 Sword Clasher, 140 Horseman

My Boris : 24SW, 171MMR (My Gemini : 47SW, 248MMR)

Camp L17 : 150 Sword Wielder, 60 Desert Marksman, 1 Sneaking Thief

Wave1 – My Younger Gemini(8) : 1SW

Attack1 – My Gemini : 15SW, 280MMR

Send Block1 followed by Wave1 and Attack1 on drumbeat

Loss : 40SW

Use Metal Ritual on Altar of Metal