

Mission : The Lost City

Version : 4/3-2020

Units needed :

My_Gemini, My_Nusala, My_Vargus, My_Younger, (2) My_Steadfast, My_Boris, 2 Tavern

1R, 176SW, 280MSW, 198KN, 149AMR, 338MMR, 136BES

Loss :

1R, 171SW, 58MSW, 32KN

XP : 234k

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 Fira 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

Block1 – Tavern : 112MSW, 88AMR

Camp 2 : 100 Sword Master, 100 Horseman

Block3 – Tavern : 167MSW, 33AMR

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

My_Boris : 12SW, 1MSW, 182MMR (Pos : Wave1)

My_Gemini : 12SW, 1MSW, 282MMR (Pos : Wave1)

Wave1 – MMA : 181R

Attack1 – Major : 8MSW, 262MMR (181R, 8MSW)

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

Loss : 12SW

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

Wave1 – Any : 87R

Wave2 – Major : 150AMR, 120MMR (87R)

Loss : 0



Camp 5 : 200 Dune Marksman, 200 Mounted Bowman

Block1 – Tavern : 130MSW, 70MMR

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

Attack1 – My_Gemini : 26SW, 1MSW, 268MMR

Attack1 – My_Major : 16MSW, 39AMR, 230MMR (16MSW)

Attack1 – Major : 32MSW, 238MMR (32MSW)

Send Block1 followed by Attack1 on drumbeat

Loss : 26SW

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

My_Steadfast : 235MMR

My_Gemini : 295MMR

Wave1 – Any : 49R

Wave2 – Major : 270MMR (49R)

Loss : 0

Camp 8 : 250 Desert Marksman, 80 Stone Cannon

My_Boris : 195MMR

My_Steadfast : 235MMR

My_Gemini : 295MMR

Wave1 – Any : 140B

Wave2 – Major : 270MMR (140B)

Loss : 0

Camp L6 : 300 Mounted Bowman, 1 Greedy Thief

My_Vargus : 59MSW, 136BES

My_Ghost : 230SW (136SW)

Vargus : 79MSW, 101BES (79MSW)

Loss : 58MSW

Use Stone Ritual on Altar of Stone

Sector 4 (map position P3)

Camp 10-L12 *****

Fire, Nature and Stone Altar active

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

My_Vargus : 45SW, 1MSW, 149AMR !!

My_Vargus : 27MSW, 168AMR !! (36MSW)

Vargus : 31MSW, 149AMR !! (30MSW)

Wave1 – My_Younger_Gemini(4) : 80SW

Wave2 – My_Gemini : 6SW, 289MMR

Loss : 45SW



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

Block1 – Tavern : 200MSW

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

Attack1 – My_Steadfast : 39SW, 1MSW, 195MMR

Attack1 – My_Boris : 46SW, 1MSW, 148MMR (46SW)

Attack1 – My_Anslem : 59MSW, 30MMR, 76BES (58MSW)

Send Block1 followed by Attack1 on drumbeat

Loss : 39SW

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 !!!

Nusala : 145AMR !!

Loss : 0



Camp 14 : 100 Sword Master, 70 Desert Marksman

Block1 – Tavern : 180MSW, 20AMR !!

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

Attack1 – My Steadfast : 36SW, 1MSW, 198KN

Attack1 – My_Vargus : 35MSW, 90AMR, 70MMR (33MSW)

Attack1 – Vargus : 44MSW, 75AMR, 61MMR (43MSW)

Send Block1 followed by Attack1 on drumbeat

Loss : 36SW, 32KN

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

Block1 – Tavern : 196MSW

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

Wave1 – My_ Younger : 1R

Attack1 – My_ Steadfast : 13SW, 1MSW, 221MMR

Attack1 – My_Gemini : 13SW, 1MSW, 281MMR

Attack1 – My_Boris : 13SW, 1MSW, 181MMR

Wave1 – My_Nusala : 13R, 90B

Attack1 – My_Major : 15SW, 1MSW, 269MMR (13R, 90B, 15SW)

Attack1 – My_Major : 10MSW, 275MMR (13R, 90B, 9MSW)

Attack1 – My_Vargus : 40MSW, 80AMR!!, 70BES (32MSW)

Attack1 – Vargus : 80MSW, 60AMR, 40BES (80MSW)

Send Block1 followed by Wave1 and Attack1 on drumbeat

Loss : 1R, 13SW

Use Metal Ritual on Altar of Metal

Details of block timing ::

Block from P1

Camp 1-L3	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		40 sec	220-300 sec	260 sec	
Block 2	53 sec	98 sec	200 sec	298 sec	
Kill L3	104 sec	143 sec	40-50 sec		193 sec
				Min : 260 sec	Max : 193 sec

Block from P2

Camp 5-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 5		87 sec	100 sec	187 sec	
Kill L6	93 sec	128 sec	30 sec (50)		158 sec (178)
				Min : 187 sec	Max : 158 sec (178 sec)

Block from P3

Camp 11-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 11		139 sec	120 sec	259 sec	
Kill L12	142 sec	158 sec	30 sec		188 sec
				Min : 259 sec	Max : 188 sec

Block from P4

Camp 14-L15	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 14		103 sec	280-380 sec	383 sec	
Kill L15	116 sec	144 sec	40 sec		184 sec
				Min : 383 sec	Max : 184 sec

Block from P5

Camp 16-L17	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 16		70 sec	280 sec	350 sec	
Kill L17	76 sec	134 sec	40 sec		174 sec
				Min : 347 sec	Max : 164 sec