

# **Mission : One Step Ahead**

**Version : 20/11-2020**

## **Units needed :**

Full Version :

My\_Gemini, My\_Anslem, My\_Nusala, My\_Boris, My\_Younger(4), My\_Cloaked,  
My\_Steadfast(2), My\_Superblock or 1 Tavern

125R, 936SW, 216MSW, 422KN, 208AMR, 295MMR, 109BES

**XP : -???**

Short Version :

My\_Gemini, My\_Anslem, My\_Nusala, My\_Boris, My\_Younger(4), My\_Cloaked,  
My\_Steadfast(2), My\_Superblock or 1 Tavern

125R, 491, 216MSW, 283KN, 208AMR, 295MMR, 109BES

**XP : -???**

## **Loss :**

Full Version : 125R, 936SW, 306KN

Short Version : 125R, 491SW, 167KN

My\_Anslem can be replaced with My\_Ghost

My\_Cloaked can be replaced with My\_Gemini ( little higher loss )

## **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\_Anslern : 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



## Sector 1 ( map position P1 )

### Camp 1-L10 \*\*\*\*\*

Camp 1 : 300 Sailor

My Boris : 195MMR

( Major : 32MSW, 238MMR ( 31MSW ) )

Loss : -

Camp 2 : 200 Boatswain

My Boris : 195SW

My\_Anslem : 165SW ( 40SW )

( Major : 270SW ( 63SW ) )

Loss :32SW

Camp 3 : 150 Sailor, 150 Boatswain

My Boris : 195KN

( Major : 210KN, 60BES ( 144KN ) )

Loss : 40KN

### **Send on camp 5 – will be intercepted by and defeat camp 4 without loss :)**

Camp 4 : 150 Petty Officer Second Class, 200 Cannon master

My Boris : 195MMR

( Wave1 – Any general : 182R, 18B - Wave2 – Major : 200AMR, 70MMR ( 182R, 18B ) )

Loss : -

Camp 5 : 400 Petty Officer Second Class

My Boris : 195MMR

( Wave1 – Any general : 115B – Wave2 – Major : 270MMR )

Loss : 0

Camp L6 : 100 Boatswain, 1 Steersman, 1 Mutineer

Wave1 – My Steadfast : 47KN

Wave 2 – My Cloaked : 32SW, 1MSW, 182AMR

Wave 2 – My\_Gemini : 46SW, 1MSW, 248AMR ( 46SW, 47KN )

My\_Vargus : 81SW, 114AMR !! ( 80SW )

( Wave1 – Any general : 113KN – Wave2 – Major : 55SW, 1MSW, 214AMR ( 55SW, 113KN ) )

Loss : 32SW, 47KN

Camp 7 : 100 Sailor, 100 Mounted Sailor  
My Boris : 21SW, 1MSW, 173MMR  
( Major : 27MSW, 243MMR ( 26MSW ))

Loss : 21SW

Camp 8 : 250 Battle Hardened Sailor  
My Gemini : 36SW, 1MSW, 258MMR  
My\_Steadfast : 41SW, 1 MSW, 193MMR  
My\_Major : 41SW, 244MMR  
( My\_Major : 23MSW, 262MMR ( 22MSW )  
Major : 30MSW, 240MMR )

Loss : 36SW



Camp 9 : 175 Battle Hardened Sailor, 100 Boatswain

Block1 – Tavern : 200MSW ( My Super Block with 215MSW chance of 20s extra )  
( Kill – Vargus : 76MSW, 104BES )

Camp L10 : 350 Petty Officer Second Class, 1 Mutineer

Wave1 – My Younger Gemini(1) : 125R

Attack1 – My Boris : 32SW, 1MSW, 162MMR

( Wave2 – My\_Major : 32SW, 1MSW, 252MMR

wave2 – Major : 40MSW, 230MMR )

**Send Block1 followed by Wave1 and Attack1 on drumbeat**

Loss : 125R, 32SW

## Sector 2 ( map position P2 )

Let Boris do 27-30, 23

### **Camp 11-L14 \*\*\*\*\***

Camp 11 : 150 Battle Hardened Sailor, 175 Cannon Master

My Steadfast : 38SW, 1MSW, 196MMR

My\_Gemini : 55SW, 1MSW, 175AMR, 64MMR ( 55SW )

My\_Major : 32MSW, 175AMR, 78MMR ( 31MSW )

( Major : 41MSW, 175AMR, 54MMR )

Loss : 38SW

Camp 12 : 300 Cannon Master

Nusala : 165AMR

Loss : 0

Camp 13 : 400 Mounted Sailor

My Boris : 86SW, 1MSW, 108BES

My\_Anslem : 56MSW, 109BES ( 56MSW )

Loss : 86SW

Camp L14 : 100 Sailor, 100 Battle Hardened Sailor, 100 Cannon Master, 1 Captain

My Gemini : 82SW, 1MSW, 100AMR, 112MMR

My\_Major : 48MSW, 100AMR, 137MMR ( 48MSW )

( Major : 57MSW, 100AMR, 113MMR )

Loss : 82SW

## Sector 3 ( map position P3 ( for full version ) )

### Camp 15-L19 \*\*\*\*\*

Camp 15 : 100 Battle Hardened Sailor, 150 Petty Officer Second Class

My\_Gemini : 295MMR

My\_Boris : 195MMR

( Wave1 – Any General : 179B – Wave2 – Major : 1MSW, 269MMR ( 50B ) )

Loss : -

Camp 16 : 150 Sailor, 150 Mounted Sailor

My\_Boris : 32SW, 1MSW, 162MMR

( Major : 49MSW, 221MMR ( 48MSW ) )

Loss : 32SW

Camp 17 : 175 Sailor, 100 Cannon Master

My\_Steadfast : 235MMR

My\_Major : 100AMR, 185MMR

( Major : 33MSW, 237MMR

Wave1 – Any General : 90R – Wave2 – Major : 100AMR, 170MMR )

Loss : 0

Camp L18 : 275 Petty Officer Second Class, 1 Mutineer, 1 Captain

My\_Gemini : 86SW, 1MSW, 208MMR

( Wave1 – Any General : 190R – Wave2 : 73MSW, 197MMR ( 190R, 72MSW ) )

Loss : 86SW

Camp L19 : 150 Sailor, 100 Cannon Master, 1 Mutineer

My\_Gemini : 66SW, 1MSW, 228MR

My\_Major : 40MSW, 245MMR ( 40MSW )

( My\_Boris : 40MSW, 155MMR ( 40MSW )

Major : 53MSW, 217MMR )

Loss : 66SW



## Sector 4 ( map position P4 ( for full version ) )

### Camp 20-L22 \*\*\*\*\*

Camp 20 : 200 Mounted Sailor, 100 Cannon Master

My Gemini : 89SW, 206MMR

( Major : 54MSW, 216MMR ( 53MSW ) )

Loss : 88SW

Camp 21 : 300 Sailor

My Gemini : 295MMR

My\_Major : 8MSW, 277MMR ( 7MSW )

( Major : 30MSW, 240MMR )

Loss : -

Camp L22 : 200 Boatswain, 1 Steersman, 1 Captain

Wave1 – My Steadfast : 95KN

Wave2 – My Cloaked : 6SW, 1MSW, 208AMR

Wave2 – My\_Gemini : 9SW, 1MSW, 285AMR ( 9SW, 95KN )

My\_Vargus : 151SW, 44AMR !! ( 150SW )

( Wave1 : MMA : 220KN – Wave2 : Major : 20SW, 250AMR!! ( 20SW, 220KN, (1AMR) ) )

Loss : 6SW, 95KN

## **Sector 5 ( map position P2 or P4 ( for full version ) )**

### **Camp 23-L26 \*\*\*\*\***

If attacking from P2 – then kill camp 27 first  
( if using My\_Major send on camp 23 – camp 27 will intercept and be defeated without loss )

Camp 23 : 200 Sailor, 100 Cannon Master

My Boris : 195MMR

( Major : 74MSW, 196MMR

Wave1 : Any General : 148B – Wave2 – Major : 100AM, 170MMR )

Loss : -

Camp 24 : 200 Sailor, 200 Battle Hardened Sailor

My Gemini : 61SW, 1MSW, 261MMR

Major : 53MSW, 217MMR )

Loss : 61SW

Camp 25 : 150 Boatswain, 150 Cannon Master

My Boris : 195KN

(Wave1 – MMA : 150KN

Wave2 – Major : 10MRK, 260MMR ( 150KN, 10MRK )

Major : 270MSW (154) )

Loss : 44KN

Camp L26 : 100 Mounted Sailor, 1 Steersman

My Anslem : 32SW, 133AMR/BES

My\_Ghost : 42SW, 1MSW, 187AMR ( 42SW )

( Major : 40MSW, 230BES ( 40MSW ) )

Loss : 31SW

## **Sector 6 ( map position P5 (P2 if short version ) )**

### **Camp 27-L31 \*\*\*\*\***

Camp 27 : 150 Sailor, 175 Petty Officer Second Class

My Boris : 195MMR

( My\_Major : 285MMR

Wave1 – Any General : 80B – Wave2 - Major : 270MMR )

Loss : 0

Camp 28 : 100 Sailor, 200 Cannon Master

My Boris : 195MMR

( Wave1 – Any General : 126B – Wave2 – Major : 200AMR, 70MMR

Major : 54MSW, 100AMR, 116MMR )

Loss : -

Camp 29 : 100 Sailor, 100 Battle Hardened Sailor, 100 Boatswain

My Boris : 195KN

( Major : 45MSW, 60KN, 165BES ( 45MSW, 60KN ) )

Loss : 80KN

Camp 30 : 50 Sailor, 100 Mounted Sailor, 100 Petty Officer Second Class, 100 Cannon Master

My Boris : 21SW, 1MSW, 173MMR

( Major : 79MSW, 191MMR

Wave1 – Any General : 100KN – Wave2 – Major : 28MSW, 242MMR )

Loss : 21SW

Camp L31 : 150 Battle Hardened Sailor, 50 Mounted Sailor, 1 Captain

My Gemini : 99SW, 1MSW, 50AMR, 145MMR

My\_Steadfast : 101SW, 1MSW, 133MMR

My\_Major : 102SW, 50AMR, 133MMR

My\_Steadfast : 102SW, 1MSW, 132MMR

( Major : 60MSW, 50AMR, 160MMR ( 60MSW ) )

Loss : 99SW

## Sector 7 ( map position P6 )

### **Frigate F1-F4 \*\*\*\*\***

Frigate F1 : 150 Battle Hardened Sailor, 50 Cannon Master, 30 Treasure

Wave1 – MMA : 1R

Wave2 – My Cloaked : 12SW, 1MSW, 45AMR, 157MMR

Wave2 – My\_Boris : 15SW, 1MSW, 45AMR, 134MMR ( 1R, 15SW )

( Major : 11MSW, 80AMR, 194MMR ( 10MSW )

Major : 14MSW, 80AMR, 176MMR ( 14MSW ) )

Loss : 1R, 12SW

Full version )

Frigate F2-F4 : 150 Battle Hardened Sailor, 125 Cannon Master, 40 Treasure

Wave1 – MMA : 1R

Wave2 – My Gemini : 25SW, 1MSW, 125AMR, 144MMR

Loss : 1R, 26SW

# Details of block timing ::

Block from P1

<b>Camp 9-L10</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 9		215 sec	120 sec	335 sec	
Kill L10	222 sec	266 sec	40-50 sec		316 sec
				Min : 335 sec	Max : 316 sec