

Mission : The Pied Piper of Harmelin – 3

Version : 30/9-2019

Units needed :

My Major1, My Gemini, My Anslem, My Nusala, My Vargus, 2 My Medic,
My Mad Scientist, My Boris, My MMA
180B, 150SW, 970KN, 1MSW, 40MRK, 85AMR, 285MMR, 211BES
Extra MMR and BES for speed.

Loss :

180B, 150SW, 970KN, 40MRK

XP : 93.371

Skills on My ... generals :

(24/9-2019)

--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_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_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)



Craft and use flutes to clear rat packs from rat caves

A, B, E, F : 1 Rat

C, G, I : 2 Rats

D, H, J, K : 1 Oversized Rat

L : 2 Oversized Rats

Total of 10 Rats and 6 oversized

Produce 10 Platinum Flutes (price 500 Platinum bars – production time 12 minutes each)

Produce 6 Mahogany Flutes (price 750 Mahogany logs – production time 12 minutes each)

Sector 1 (map position P1)

Camp L1-L2 *****

Camp L1 : 100 Boar, 100 Wolf Packleader, 50 Giant

My Boris : 195MMR

Major : 270MMR

Loss : 0

Camp L2 : 100 Wolf, 50 Fox, 1 Giant Bogor, 1 Giant Gogor

My Vargus : 24SW, 171MMR

Major : 9MSW, 126KN, 125BES (9MSW, 26KN)

Loss : 23SW

Sector 2 (map position P2)

Camp L3-L6 *****

Camp L3 : 150 Bear, 150 Wolf Packleader, 100 Fox, 1 Giant Bear

Wave1 – My MMA2 : 220KN

Wave2 – My Vargus : 31SW, 164MMR

Wave1 – My_Medic(1) : 215Cav

Wave2 – MMA : 50Cav

Wave3 – My_Major : 60MSW, 225MMR (165Cav, 59MSW)

Wave1 – MMA : 220Cav

Wave2 – MMA : 50Cav

Wave3 - Major : 97MSW, 173MMR (97MSW)

Loss : 220KN, 31SW

Camp L4 : 75 Bear, 150 Wolf, 150 Wolf Packleader

My Boris : 195MMR

My_Major : 285MMR

Major : 30MSW, 240MMR (30MSW)

Loss : 0

Camp L5 : 200 Bear, 50 Wolf Packleader, 100 Fox, 1 Lying Goat

Wave1 – My Nusala : 180B

Wave2 – My Boris : 1MSW, 3MRK, 191MMR

Wave2 – Major : 30SW, 3MRK, 252MMR

Wave1 - My_Nusala(1) : 180Cav

Wave2 – My_Major : 38MSW, 23MRK, 224MMR (180Cav, 37MSW, 23MRK)

Wave1 – MMA : 220Cav

Wave2 – Major : 94MSW, 16KN, 160BES (93MSW,16KN)

Loss : 180B, 3MRK

Camp L6 : 75 Bear, 250 Fox, 1 The Pied Piper of Harmelin, 1 The King of Rats

My Anslem : 15SW, 110KN, 40BES

Major : 20MSW, 162KN, 88BES (20MSW, 148KN)

Loss : 14SW, 38KN

Sector 3 (map position P3)

Camp 7-L9 *****

Send attack on camp 8 – will be intercepted by and defeat camp 7

Camp 7 : 50 Sentinel Deserter, 100 Crossbowman Deserter, 100 Royal Recruit, 50 Royal Militia

My Boris : 195MMR

My_Major : 285MMR

Major : 7MSW, 263MMR (6MSW)

Loss : 0

Camp 8 : 50 Sentinel Deserter, 100 Royal Militia, 50 Royal Bowman

My Boris : 195MMR

My_Major : 285MMR

Major : 1MSW, 263MMR (0)

Loss : 0

Camp L9 : 50 Crossbowman Deserter, 200 Royal Cavalry, 1 Dark Magician

My Anslem : 27SW, 105KN, 33BES

Major : 15MSW, 120KN, 135BES (15MSW, 115KN)

Loss : 26SW, 25KN

Sector 4 (map position P4)

Camp 10-L13 *****

Camp 10 : 200 Royal Longbowman, 200 Royal Cavalry

My Medic : 180KN, 35BES

Major : 225KN, 45BES (126KN)

Loss : 126KN

Camp L11 : 100 Royal Militia, 100 Royal Cannoneer, 1 Greedy Inn-Keeper

My Gemini : 40MRK, 80AMR, 175MMR

Major : 70MSW, 100KN, 100BES (68MSW, 100KN)

Loss : 40MRK

Camp L12 : 100 Royal Militia, 50 Royal Longbowman, 200 Royal Cavalry

My Gemini : 51SW, 204KN, 40BES

Major : 51MSW, 101KN, 116BES (51MSW, 101KN)

Loss : 50SW, 99KN

Camp L13 : 250 Royal Militia, 150 Royal Cavalry, 1 The Mayor

Wave1 – My Boris : 195KN

Wave2 – My Medic(2) : 200KN

Wave3 – My Maddie : 4SW, 211BES

Wave1 – My_Major2 : 285Cav

Wave2 – My_MMA : 220Cav

Wave3 – My_Major1 : 42MSW, 243MMR (505Cav, 41MSW)

Wave1 – Major : 130SW, 140KN

Wave2 – Major : 48MSW, 75KN, 147BES (130SW, 47MSW, 215KN)

Loss : 395KN, 4SW