

Mission : Red Riding Hood – 4

Version : 30/9-2019

Units needed :

1 My Major1, 1 My Major2, 1 Veteran, 1 My Anslem, 2 My Nusala, 1 My Vargus,
2 My Medic, 1 My Boris, 1 My Mary, 3 My MMA, 6 Tavern
27R, 1719B, 199SW, 424MSW, 496KN, 24MRK, 100AMR, 285MMR and 140BES

Extra KN, AMR and MMR

Tavern general needed at camps 4(1) and 1R blocks on 11(2), 18(2), 22(2)

Any General needed at camp L3, 5, 13, L17

MMA needed at camp L6, 24

Veteran and Major or 2 Majors + Gemini needed at camp L25

My Nusala needed at camp L16

My Anslem, My Nusala, My Vargus needed at camp L26

Loss : 27R, 1719B, 199SW, 424MSW, 334KN, 24MRK

XP : 243.607

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)



Sector 1 (map position P1)

Camp 1-L3 *****

Camp 1 : 150 Wolf Packleader, 200 Fox

My Vargus : 50SW, 145MMR

Vargus : 30MSW, 150MMR (28MSW)

Major : 200KN, 70BES (99KN)

Loss : 50SW

Camp 2 : 150 Boar, 100 Wolf Packleader

My Mary : 215MMR

Major : 270MMR

Loss : 0

Camp L3 : 150 Boar, 100 Wolf Packleader, 50 Giant, 1 Giant Bogor

Wave1 – My Medic(1) : 125B

Wave2 – My Boris : 5SW, 190MMR

Wave1 – My_Medic(1) : 180B

Wave2 – My_Major2 : 5SW, 280MMR (180B, 4SW)

Wave1 – Any General : 180B

Wave2 – Major : 16MSW, 254MMR (200B, 15MSW)

Loss : 125B, 4SW

Sector 2 (map position P2)

Camp 4-L6 *****



Very small risk of block lasting only 100 sec (2/1000)

Camp 4 : 400 Boar

Block1 – Tavern : 134MSW, 66MMR

Camp 5 : 250 Wolf Packleader, 300 Fox

Wave1 – My Boris : 165KN, 30BES (74KN)

Wave1 – My_MMA : 110KN

Attack1 – My_Anslem : 130KN, 35BES (147KN)

Wave1 – MMA : 120KN

Attack1 – Major : 180KN, 90BES (268KN)

Camp L6 : 150 Bear, 100 Wolf Packleader, 150 Fox, 1 Furious Boar

Wave2 – My MMA : 90KN

Attack2 – My Gemini : 63MSW, 142KN, 90BES (62MSW; 156KN)

(Wave2 – Fast : 160KN

Attack2 – Major : 62MSW, 100KN, 108BES (62MSW, 234KN)

Send Block1 then Wave1, Wave2, Attack2 and (Attack1) on Drumbeat

Loss : 62MSW, 230KN

Sector 3 (map position P3)

Camp 7-L8 *****

With Boris – send attack on camp L8 – will be intercepted by camp7 and defeat it without loss

Camp 7 : 150 Bear, 200 Wolf

My Boris : 7SW, 188MMR

My_Major : 285MMR

Wave1 – Any General : 135B

Major : 270MMR (135B)

Loss : 0

Camp L8 : 100 Bear, 200 Wolf Packleader, 1 Unicorn, 1 Furious Boar

My Boris : 7SW, 188MMR

My_Major : 7SW, 278MMR

Wave1 – Any General : 70B

Wave2 – Major : 8MSW, 262MMR (70B, 8MSW)

Loss : 6SW

Sector 4 (map position P4)

Camp 9-L12 *****

Camp 9 : 200 Boar, 100 Bear, 100 Fox

My Gemini : 60MSW, 120KN, 115BES

(My_Major : 70MSW, 125KN, 90BES (69MSW, 75KN)

Wave1 – Any General : 200B

Major : 61MSW, 121KN, 88BES (200B, 61MSW, 99KN))

Loss : 59MSW, 50KN

Camp 10 : 150 Wolf, 150 Wolf Packleader, 150 Fox

My Vargus : 30MSW, 165MMR

(My_Major : 245KN, 40BES (65-157KN)

Wave1 – Any General : 200M

Wave2 – Major : 240KN, 30BES (200M, 75KN))

Loss : 29MSW



Camp 11 : 150 Boar, 100 Bear, 150 Fox

Block1 – Tavern : 1R

Block2 – Tavern : 1R

Camp L12 : 100 Bear, 200 Giant, 1 Furious Boar

My Gemini : 40SW, 1MSW, 120AMR, 134MMR

(My_Major : 30MSW, 118AMR, 137MMR (2R, 30MSW)

Major : 55MSW, 70AMR, 145MMR (55MSW))

Send Block1 then Block2 and Attack1 on Drumbeat

Loss : 2R, 40SW

Sector 5 (map position P5)

Camp 13-L16 *****

Camp 13 : 100 Bear, 100 Wolf, 200 Wolf Packleader

My Boris : 195MMR

Wave1 – Any General : 35B

Wave2 – My_Major : 285MMR (35B)

Wave1 – Any General : 180B

Wave2 – Major : 1MSW, 269MMR (180B)

Loss : -

Camp 14 : 300 Bear

My Gemini : 41MSW, 254MMR

(Major : 60MSW, 210MMR (60MSW))

Loss : 46MSW

Camp 15 : 300 Bear

My Gemini : 41MSW, 254MMR

(Major : 60MSW, 210MMR (60MSW))

Loss : 46MSW

Camp L16 : 200 Boar, 100 Wolf Packleader, 150 Giant, 1 Giant Gogor, 1 Giant Bogor

Wave1 – My Nusala(1) : 180B

Wave2 – My Gemini : 20MSW, 130AMR, 155MMR

Wave1 – Any general : 200B

Wave2 – Any General : 200B

Wave3 – Major : 37MSW, 80AMR, 153MMR (400B, 35MSW)

Loss : 180B, 19MSW

Sector 6 (map position P6)

Camp L17 *****

Camp L17 : 200 Bear, 50 Wolf, 50 Wolf Packleader, 50 Giant

Wave1 – My MMA : 220B

Wave2 – My Boris : 8SW, 1MSW, 20AMR, 166MMR

Wave2 – My_Major : 8SW, 1MSW, 20AMR, 256MMR

My_Major : 77MSW, 208MMR (76MSW)

Wave1 – Any General : 200B

Wave2 – Major : 65MSW, 205MMR (200B, 65MSW)

Loss : 220B, 8SW

Collect 5 Iron Ore – make 1 Heavy Stone – Use it on wolfs camp 'W'

Collect 5 Heart Tree Fruit – make 1 Fruity Linden Tea – use it on Grandma's house 'G'

Sector 7 (map position P7)

Camp 18-L20 *****



Camp 18 : 100 Bowman, 200 Longbowman, 100 Cavalry

Block1 – Tavern : 1R

(Kill : Wave1 – MMA : 120KN – Wave2 – Major : 270KN (190KN))

Camp 19 : 200 Royal Recruits 175 Royal Militia

Wave1 – My Gemini : 63MSW, 232MMR (Only 1 Wave needed)

(Wave1 – MMA : 220B

Attack1 – Major : 68MSW, 202MMR (1R, 220B, 68MSW)

Send Block1 then (Wave1 ,) Attack1 on Drumbeat

Loss : 1R, 63MSW

Camp 18 : 100 Bowman, 200 Longbowman, 100 Cavalry

Block2 – Tavern : 1R

(Kill : Wave1 – MMA : 120KN – Wave2 – Major : 270KN (190KN))

Camp L20 : 200 Royal Recruits 175 Royal Militia

Wave2 – My MMA : 220B

Attack2 – My Major : 37MSW, 258MMR

Wave2 – MMA : 220B

Attack2 – Major : 70MSW, 200MMR (1R, 220B, 70MSW)

Send Block2 then (Wave2,) Attack2 on Drumbeat

Loss : 1R, 220B, 36MSW

Sector 8 (map position P7)

Camp 21-L23 *****

Camp 21 : 150 Royal Recruit, 150 Royal Militia

My Major : 35MSW, 260MMR

Major : 50MSW, 220MMR (50MSW)

Loss : 34MSW



Camp 22 : 100 Royal Recruit, 100 Royal Bowman, 100 Royal Longbowman, 200 Royal Cavalry

Block1 – Tavern : 1R

Block2 – Tavern : 1R (or Block2 – Fast : 1R and Block2a – Fast : 1R)

(Kill : Wave1 – MMA : 220KN – Wave2 – Major : 228KN, 42BES (321KN))

Camp L23 : 150 Royal Militia, 100 Royal Cavalry, 1 Royal Captain

Attack1 – My Anslem : 77SW, 21KN, 67BES

Attack1 – Major : 54MSW, 50KN, 166BES (52MSW, 50KN)

Send Block1 then Block2, and Attack1 (then Block2a,) on Drumbeat- close !!!

Loss : 2R, 76SW, 21KN

Sector 9 (map position P7)

Camp 24-L25 *****

Camp 24 : 250 Royal Longbowman, 100 Royal Cavalry

My Boris : 195KN

Wave1 – my_MMA : 1R

Wave2 – My_Vargus : 30SW, 145MMR, 20BES (1R, 29SW)

Wave1 – Any General : 200R

Wave2 – Major : 245KN, 25BES (200R, 50KN)

Loss : 33KN

Camp L25 : 200 Royal Recruit, 200 Royal Militia, 1 Assassin, 1 Iron Fist

Wave1 – My Major1 : 10R, 240B

Wave2 – My Major2 : 10R, 275B

Wave3 – My Gemini : 38MSW, 24MRK, 233MMR

Wave1 – Any General : 10R, 190B

Wave2 – Any General : 10R, 190B

Wave3 – Any General : 10R, 190B

Wave4 – Major : 51MSW, 219MMR (50MSW, 36MMR))

Loss : 20R, 515B, 37MSW, 24MRK

Sector 10 (map position P8)

Camp L26 *****

Camp L26 : 250 Royal Militia, 150 Royal Longbowman, 1 Ilseville, The Evil Queen

Wave1 – My_Nusala(2) : 180B

Wave2 – My_Medic(2) : 215B

Wave3 – My_Anslem : 60B

Wave4 – My_Gemini : 8SW, 287MMR

(Wave1 – My_Nusala : 180B

Wave2 – My_Vargus : 195B

Wave3 – My_Anslem : 60B

Wave4 – My_Major : 9SW, 276MMR (435B, 8SW)

Wave4 – My_Major : 5MSW, 280MMR (435B, 5MSW)

Wave1 – Nusala : 165B

Wave2 – Vargus : 180B

Wave3 – Anslem : 150B

Wave4 – Any_General : 150B

Wave5 – Major : 10MSW, 260MMR (645B, 9MSW)

Wave1 – Any_General : 200B

Wave2 – Any_General : 200B

Wave3 – Any_General : 200B

Wave4 – Any_General : 140B

Wave5 – Major : 10MSW, 260MMR (740B, 9MSW)

Loss : 455B, 8SW

Details of block timing ::

Block2 from P2

Camp 4-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 4		53 sec	120-180 sec risk of 100	173 sec	
Kill 5	57 sec	82 sec	40-50 sec		132 sec
Kill L6	85 sec	106 sec	40/50 sec		156 sec
				Min : 173 sec risk : 153 sec	Max : 156 sec

Very small risk of block lasting only 100 sec (2/1000)

Block4 from P4

Camp 11-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 4		116 sec	40 sec	156 sec	No intercept
Kill L6	128 sec	147 sec	xxx sec		147 sec
				Min : 156 sec	Max : 147 sec

Block7-1 from P7

Camp 18-19	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 18		33 sec	20 sec	53 sec	No intercept
Kill 19	36 sec		xxx sec		<53 sec
				Min : 53 sec	Max : <53 sec

Block7-2 from P7

Camp 18-19	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 18		46 sec	20 sec	66 sec	No intercept
Kill L20	53 sec		xxx sec		<66 sec
				Min : 66 sec	Max : <66 sec

Block8 from P7

Camp 22-23	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 22		73 sec	40 sec	113 sec	No intercept
Kill L23	76 sec	108 sec	xxx sec		108 sec
				Min : 113 sec	Max : 108 sec