

Mission : Roaring Bull – Short / Medium

Version : 7/6-2018 (only Short version modified)

Units needed :

My_Major, My_Nusala, My_Anslem, 4MMA, 3 Tavern
490R, 1E, 257Cav, 158Cannon, 89Xbow

Extra :

Sector 4 : + 74M, + 121S
Sector 5 : + 138R, + 135E + 2 Tavern
Sector 6 : + 41M, + 34S
Sector 7 : + 75R

Loss :

636R
Sector 4 : 74M
Sector 5 : 138R
Sector 6 : 41M
Sector 7 : 75R, 5S

XP : 17820

sector 4 : 21000
sector 5 : 26040
sector 6 : 28800
sector 7 : 32500

Skills on My ... generals :

(7/6-2018)

My_Major :

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_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, 3 Battle Frenzy, 1 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

My_Major_2 : 3 jog, 3 First Aid, 3 Sniper Training, 3 Unstoppable Charge, 3 Overrun, 3 Garrison Annex (18)



Sector 1 (map position P1)

Camp 1-L6 *****



My_Major in pos Position1 (112R, 158Cannon)
My_Anslem in pos Position2 (39R, 1E, 125Cannon)
MMA in pos Position3 (1R)
My_Nusala in pos Position4 (1R)
My_Major2 in pos Position5 (41R, 1E, 243Cav)
1 MMA (1R)
3 Tavern (1R)
4 Place (293R, 15Cav, 5E)

** 4 Place generals can be any general – are there to prevent attack generals to be intercepted by camp X

Camp 1 : 120 Nomad, 80 Lance Rider
My_Anslem : 39R, 1E, 125Cannon
(Anslem : 42R, 108Cannon (42R)
Vargus : 65R, 1E, 114Cannon (65R)
Major : 85R, 1E, 184Cannon (85R)
MMA : 88R, 132Cannon (88R))

** Send from Position2

Loss : 39R

Camp 2 : 110 Nomad, 40 Riding Amazonian Guard, 50 Cataphract

Wave1 – MMA : 1R

Wave2 – Major : 112R, 158Cannon

(My_Major : 149R, 1E, 135Cannon (149R)

Major : 176R, 94Cannon (176R))

For single-wave attack : Send general from Position1

For 2-wave attack :

Send Wave1 from Position3, then Wave2 from Position1 after Wave1 has passed

Loss : 113R

Camp 3 : 100 Cultist, 100 Firedancer

Wave1 – My_Nusala : 1R

Wave2 – My_Major2 : 41R, 1E, 243Cav

(Wave1 – MMA : 1R

Wave2 – My_Major2 : 66R, 1E, 213Cav (67R)

Wave2 – My_Nusala : 92R, 1E, 87Cav (92R)

Wave2 – Nusala : 102R, 1E, 62Xbow (102R)

Major : 169R, 1E, 100Cannon (169R)

My_Major2 : 98R, 1E, 181Cav (98R))

For single-wave attack : Send general from Position5/Position1

For 2-wave attack : Send Wave1 from Position4, then Then Wave2 from Position5

Loss : 42R

Camp 4 : 70 Cultist, 50 Shadowsneaker, 80 Firedancer

Wave1 – MMA : 1R

Wave2 – My_Major2 : 27R, 1E, 257Cav

(Wave2 – My_Nusala : 40R, 1E, 139Cav (40R)

Wave2 – Nusala : 45R, 1E, 119Cav (46R)

Wave2 – Major : 52R, 1E, 217Cav (53R)

Wave2 – MMA : 52R, 1E, 167Cav (53R)

Major : 120R, 150Cannon (120R))

For single-wave attack : Send general from Position1

For 2-wave attack : Move MMA to Position1 after moving Major out -
then send Wave1 from pos Position4, then Wave2 from Position5

Loss : 28R

Camp 5 : 100 Cultist, 80 Shadowsneaker, 20 Dark Priest
Block1 – Tavern : 1R

Camp L6 : 80 Cultist, 120 Firedancer
My_Major2 : 107R, 1E, 177Cav
(Nusala : 127R, 1E, 37Xbow (128R)
Major : 180R, 90Cannon (181R))

Move Block1 to Position2 after moving Anslem out
Send Block1 From Position2 then on Drumbeat Attack1 From Position5

Loss : 108R

Sector 2 (map position P2)

Camp 7-L8 *****



Camp 7 : 90 Nomad, 60 Lance Rider, 50 Cataphract
Block1 – Tavern : 1R

Camp L8 : 70 Nomad, 100 Lance Rider, 30 Cataphract, 1 Uproacious Bull
Attack1 – My_Anslem : 92R, 1 E, 72Cannon
(Attack1 – Anslem : 94R, 1 E, 55Cannon (95R)
Attack1 – Major/Vargus : 125R, 1 E, 144/54Cannon (126R)
Attack1 – MMA : 146R, 1 E, 73Cannon (147R))

Send Block1 then on drumbeat Wave1 and Attack1

Loss : 93R

Sector 4 (map position P4)

Camp 11-L12 *****

*** Position 4 *****

Camp 11 : 50 Nomad, 50 Lance Rider, 80 Riding Bowman
Block1 – Tavern : 2R, 121S

Camp L12 : 80 Lance Rider, 40 Riding Bowman, 60 Riding Amazonian Guard
Wave1 – My_Nusala : 1R
Attack1 – My_Anslem : 52M, 80Cannon
(Wave1 – Anslem : 74M, 76Cannon (74M) (No Attack1)
Wave1 – MMA : 1R
Attack1 – Major : 150R, 120Cannon (150R))

Send Block1 - then Wave1 (and Attack2) on drumbeat

Loss : 1R, 52M

Sector 5 (map position P5)

Camp 13-L15 *****

*** Position 5 *****

Camp 13 : 60 Nomad, 50 Lance Rider, 80 Riding Amazonian Guard

Blockx – Tavern : 1R

Block1 – Tavern : 14R, 51S, 91E

Send attack on camp L15 – will be intercepted

Camp 14 : 100 Nomad, 90 Riding Amazonian Guard

Block2 – Tavern : 1S, 44E, 136Cav

Camp L15 : 60 Nomad, 70 Riding Amazonian Guard, 40 Cataphract

Attack 1 – My_Major : 137R, 148Cannon

(Attack1 – Major : 157R, 113Cannon (157R))

Send Blockx (1R) - then Block2 (send on camp L15), Attack1 and **Block1** on drumbeat

Loss : 138R

Sector 6 (map position P6)

Camp 16-L18 *****

Camp 16 : 80 Nomad, 100 Riding Bowman
Block1 – Tavern : 94S, 31E

Camp 17 : 80 Lance Rider, 80 Riding Bowman
Block2 – Tavern : 60S, 125C

Camp L18 : 50 Nomad, 50 Lance Rider, 60 Riding Amazonian Guard
Attack1 – Anslem : 41M, 1E, 108Cannon
(Attack1 – Major : 104R, 1E, 165Cannon (104R))

Send Block1 - then Block2 and Attack1 on drumbeat

Loss : 41M

Sector 7 (map position P7)

Camp 19-L20 *****

Camp 19 : 100 Nomad, 30 Lance Rider, 50 Composite Bowman
Block2 – Tavern : 95S

Camp L20 : 70 Lance Rider, 80 Riding Bowman, 20 Riding Amazonian Guard
Attack1 – My_Anslem : 75R, 5S, 85E
(Attack1 – Anslem : 75R, 10S, 65E (75R, 10S)
Attack1 – Major : 50R, 53M, 167Cannon (50R, 53M))

Send Block1 - then Block2 and Attack1 on drumbeat

Loss : 75R – 5S

Sector 3 (map position P3)

Camp 9-L10 *****



Camp 9 : 100 Cultist, 40 Shadowsneaker, 60 Firedancer
Block1 – Tavern : 1R

Camp L10 : 80 Cultist, 50 Shadowsneaker, 70 Firedancer, 1 Dark High Priest
Wave1 – Nusala : 1R
Attack1 – My_Major2 : 65R, 1E, 130Cav, 89Xbow
(Attack1 – Major : 110R, 1 E, 159Xbow (112R)
Wave1 – MMA : 1R
Attack1 – Major : 125R, 1 E, 144Xbow (127R)
Wave1 – Nusala : 1R
Attack1 – MMA : 119R, 1 E, 100Xbow (121R))

Send Block1 then on drumbeat Wave1 and Attack1

Loss : 67R

Details of block timing ::

Position 1

Camp 5-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 5		258 sec	20 sec	278 sec	
Kill L6	264 sec	273 sec	xx sec		Exit intercept 273 sec
				Min : 278 sec	Max : 273 sec

Position 2

Camp 7-L8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 7		70 sec	20 sec	90 sec	
Kill L8	76 sec	82 sec	40 sec		Exit intercept 82 sec
				Min : 90 sec	Max : 82 sec

Position 4

Camp 11-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 11		110 sec	100-240 sec	210 sec	
Kill L12	113 sec	148 sec	40 sec		188 sec
				Min : 210 sec	Max : 188 sec

Position 5 - Close

Camp 13-L15	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 13		57 sec	120-220 sec	177 sec	
Block 14	60 sec	125 sec			
Kill L15	128 sec	146 sec	30 sec		176 sec
				Min : 77 sec	Max : 176 sec

Position 6

Camp 16-L18	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 16		50 sec	120-220 sec	170 sec	
Block 17	53 sec	115 sec	100-160 sec	215 sec	
Kill L18	118 sec	126 sec	20 sec		146 sec
				Min : 170 sec	Max : 146 sec

Position 7

Camp 19-L20	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 19		80 sec	100-200 sec	180 sec	
Kill L20	83 sec	108 sec	40 sec		148 sec
				Min : 180 sec	Max : 148 sec

Position 3

Camp 19-L20	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 19		54 sec	20 sec	74 sec	
Kill L20	57 sec	71 sec	xx sec		Exit intercept 71 sec
				Min : 74 sec	Max : 71 sec