

## **Mission : Secluded Experiments**

**Version : Achievement – No R, B, M, LB - 21/6-2019**

### **Units needed :**

1 My\_Major, 1 My\_Anslem, 1\_My\_Nusala, 1\_My\_Vargus, 1 My\_Mary, 1  
My\_Boris, 5 MMA, 2 Tavern  
255Cav, 1025S, 262E, 159Cannon +extra E

### **Loss :**

1025S

### **XP :**

about 40.386

## **Skills on My ... generals :**

( 27/11-2018 )

--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\_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\_MMA1 - My\_MMA2 :

3 jog, 3 First Aid, 3 Juggernaut, 3 Rapid Fire, 3 Unstoppable Charge, (( :2: 3 Garrison Annex )) ( 15 ((:2: 18)) )

--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 )



## First sector ( map position P1 )

Camp 1-L3 \*\*\*\*\*



**\*\*Tight block – first camp may start to go down**

Camp 1 : 100 Gunman, 100 Sabrerattlers

Block1 – Tavern : 2S, 37E, 48Cav

Camp 2 : 150 Caltrop, 100 Petty Officer

Block2 - Tavern : 122E, 60Cav

Camp L1 : 1 Crazy Cook, 50 Gunman, 100 Petty Officer

Attack1 – My\_Nusala : 77S, 103E

Loss : 77S

Send Block1 – then Block2 and Attack1 on drumbeat



## Second sector ( map position P2 )

### Camp 4-L6 \*\*\*\*\*



\*\* VeryTight block – first camp may go down – use Horseshoe

Camp 4 : 100 Petty Officer, 100 Gunman

Block1 – Tavern : 116E, 52Cav

Camp 5 : 100 Caltrop – 150 Gunman

Block2 – Tavern : 103E

Camp L6 : 50 Caltrop, 1 Crazy Cook, 50 Gunman, 100 Petty Officer

Wave1 – My\_MMA2 : 1S

Attack1 – My\_Vargus : 58S, 37Cav, 100Cannon

Loss : 59S

Send Block1 – then Block2, Wave1 and Attack1 on drumbeat

## Third sector ( map position P3 )

Camp 7-L9 \*\*\*\*\*



Camp 7 : 200 Sabrerattlers

Block1 – Tavern : 74E, 2Cav

Camp 8 : 50 Deckscrubber – 100 Petty Officer

Block2 – Tavern : 112E, 6Cav

Camp L9 : 3 Crazy Cook, 150 Gunman

Attack1 – My\_Nusala : 10S, 159Cannon

Loss : 10S

Send Block1 – then Block2 and Attack1 on drumbeat

## Fourth sector ( map position P4 )

### Camp L10-L11 \*\*\*\*\*

Camp L10 : 50 Caltrop, 1 Crazy Cook, 50 Gunman, 100 Petty Officer

Wave1 – My\_MMA2 : 1S

Wave2 – My\_Vargus : 59S, 1E, 35Cav, 100Cannon

Loss : 59S

\*\* Belong to other sector – but has to be done from here.

Camp L11 : 3 Crazy Cook, 150 Sabrerattlers

My\_Anslem : 27S, 1E, 137Cannon

Loss : 27S



## Fifth sector ( map position P5 )

**Camp 12-L13** \*\*\*\*\*

Camp L34 : 110 Petty Officer

My\_Anslem : 54S, 111E

Loss : 54S



Camp 12 : 150 Caltrop – 100 Petty Officer

Block1 - Tavern : 125E, 60Cav

Camp L13 : 1 Crazy Cook, 50 Gunman, 100 Petty Officer

Attack1 – My\_Nusala : 77S, 103E

Loss : 77S

Send Block1 – then Attack1 on drumbeat



## Sixth sector ( map position P4 )

### Camp 14-L17 \*\*\*\*\*

Camp 14 : 200 Sabrerattlers

My\_Boris : 13S, 1E, 181Cav

Loss : 39 R



Camp 15 : 75 Petty Officer, 75 Gunman

Block1 - Tavern : 105E

Camp L16 : 200 Caltrop, 75 Petty Officer, 2 Uproacious Bull

Attack1 – My\_Vargus : 46S, 1E, 148Cav

Camp L17 : 2 Crazy Cook, 100 Gunman, 100 Sabrerattlers

Attack2 – My\_Nusala : 20S, 1E, 20Cav, 139Cannon

Loss : 46+20S

Send Block1 – then Attack1 ( rightmost leader ) and Attack2 ( leftmost leader ) on drumbeat.

## Seventh sector ( map position P6 )

Camp 18-L19 \*\*\*\*\*



Camp 18 : 50 Deckscurber, 75 Petty Officer, 50 Gunman  
Block1 - Tavern : 2S, 112E

Camp L19 : 1 Crazy Cook, 75 Caltrop, 100 Petty Officer  
Wave1 – My\_MMA2 : 1S  
Attack1 – My\_Vargus : 55S, 1E, 60Cav, 79Cannon

Loss : 56S

Send Block1 – then Wave1 and Attack1 on drumbeat

## Eighth sector ( map position P6 )

Camp 20-L21 \*\*\*\*\*



Camp 20 : 100 Caltrop, 75 Petty Officer

Block1 – Tavern : 112E

Camp L21 : 1 Crazy Cook, 50 Sabrerattlers, 100 Petty Officer

Attack1 – My\_Vargus : 66S, 1E, 128Cannon

Loss : 66S

Send Block1 – then Attack1 on drumbeat.



## Nineth sector ( map position P6 )

### Camp 22-L27 \*\*\*\*\*

Camp 22 : 75 Gunman, 75 Petty Officer

My\_Vargus : 29S, 1 E, 165Cav

Loss : 29S

Camp 23 : 100 Petty Officer

My\_Vargus : 37S, 1E, 157Cav

Loss : 37S

\*\* Use Mary for XP \*\*

Camp 24 : 200 Gunman

Any General : 200 Cav

Loss : 0

Camp L25 : 3 Crazy Cook, 50 Gunman, 125 Petty Officer

Wave1 – My\_Nusala : 1S

Wave2 – My\_Vargus : 110S, 85Cannon

Loss : 111S



Camp 26 : 200 Sabrerattlers

Block1 - Tavern : 74E, 2Cav

Camp L27 : 125 Sabrerattlers, 50 Gunman, 2 Uproacious Bull

Attack1 – My\_Vargus : 14S, 1E, 180Cav

Loss : 14S

Send Block1 – then Attack1 on drumbeat.

## Tenth sector ( map position P7 )

Camp 28-L30 \*\*\*\*\*



Camp 28 : 100 Decscrubber, 100 Sabrerattlers

Block1 - Tavern : 60E, 20Cav

Camp 29 : 50 Sabrerattlers, 75 Petty Officer

Block2 - Tavern : 93E

Camp L30 : 75 Sabrerattlers, 75 Gunman, 2 Uproacious Bull

Attack1 – My\_Major : 2S, 235Cav, 48Cannon

Loss : 2S

Send Block1 – then Block2 and Attack1 on drumbeat.



## Eleventh sector ( map position P8 )

**Camp L31-L33** \*\*\*\*\*

\*\* be sure that camp L11 has been killed

Camp L31 : 50 Caltrop, 1 Crazy Cook, 125 Petty Officer

Wave1 – My\_MMA2 : 1S

Wave2 – My\_Vargus : 75S, 120Cannon

Loss : 76S



Camp 32 : 50 Caltrop, 100 Petty Officer

Block1 - Tavern : 111E, 8Cav

Camp L33 : 1 Crazy Cook, 50 Gunman, 125 Petty Officer

Wave1 – My\_MMA2 : 1S

Attack1 – My\_Vargus : 74S, 1E, 120Cannon

Loss : 75S

Send Block1 – then Wave1 and Attack1 on drumbeat.

## Twelvth sector ( map position P9 )

Camp 35-L36 \*\*\*\*\*



Camp 35 : 100 Sabrerattlers , 50 Petty Officer

Block1 - Tavern : 1S

Camp L36 : 2 Crazy Cook, 50 Gunman, 50 Petty Officer

Attack1 – My\_Nusala : 45S, 135E

Loss : 46S

Send Block1 – then Attack1 on drumbeat.



## Sector 13 ( map position P10 )

### Camp 37-L41 \*\*\*\*\*

Camp 37 : 200 Sabrerattlers  
My\_Vargus : 20S, 1E, 174Cav

Loss : 20S

Camp 38 : 50 Caltrop, 150 Gunman  
My\_Nusala : 1S

Loss : 1S ( all dead – but won )

Camp L39 : 3 Crazy Cook, 50 Gunman, 50 Petty Officer  
Wave1 – My\_Nusala : 1S  
Wave2 – My\_Boris : 1S  
Wave3 – My\_Vargus : 18S, 1E, 80Cav, 96Cannon

Loss : 20S

\*\* Time to call lootspotters !!  
\*\* Ask them to attack camp 35



Camp 40 : 100 Gunman, 50 Petty Officer

Block1 - Tavern : 4S, 90E

Camp L41 : 2 Crazy Cook, 100 Sabrerattlers, 50 Petty Officer

Attack1 – My\_Vargus : 47S, 1E, 147Cannon

Loss : 47S

Send Block1 – then Attack1 on drumbeat.

## 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		50 sec	120-220 sec	170 sec 0,002%<120Sec	
Block 2	53 sec	118 sec	100-220 sec	218 sec	
Kill L3	121 sec	139 sec	30 sec		169 sec
				Min : 170 sec	Max : 169 sec

Block from P2

Camp 4-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 4		50 sec	120-220 sec	170 sec	
Block 5	53 sec	118 sec	120-220 sec	238 sec	
Kill L6	121 sec	139 sec	30 sec		169 sec
				Min : 170 sec	Max : 169 sec

Block from P3

Camp 7-L9	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 7		21 sec	140-240 sec	161 sec	
Block 8	24 sec	82 sec	100-220 sec	182 sec	
Kill L9	84 sec	90 sec	20-30 sec		120 sec
				Min : 161 sec	Max : 120 sec

Block from P5

Camp 12-L13	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 12		80 sec	120-200 sec	200 sec	
Kill L13	86 sec	108 sec	30 sec		138 sec
				Min : 200 sec	Max : 138 sec



Block from P6

<b>Camp 15-L17</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 15		129 sec	120-180 sec	249 sec	
Kill L16	132 sec	187 sec	20 sec		207 sec
Lill L17	137 sec	143 sec	30 sec		173 sec
				Min : 249 sec	Max : 207 sec

Block from P7

<b>Camp 18-L19</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 18		76 sec	120-200 sec	196 sec 0.3% = 196	
Kill L19	83 sec	131 sec	20-30 sec		161 sec
				Min : 196 sec	Max : 161 sec

Block from P8

<b>Camp 20-L21</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 20		50 sec	120-140 sec	170 sec	
Kill L21	70 sec	125 sec	20 sec		145 sec
				Min : 170 sec	Max : 145 sec

Block from P9

<b>Camp 26-L27</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 26		175 sec	140-240 sec	315 sec	
Kill L27	179 sec	200 sec	40-50 sec		250 sec
				Min : 315 sec	Max : 250 sec

Block from P10

<b>Camp 28-L30</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 28		66 sec	140-240 sec	206 sec	
Block 29	70 sec	118 sec	100-220 sec	218 sec	
Kill L30	121 sec	160 sec	20 sec		180 sec
				Min : 206 sec	Max : 180 sec

Block from P11

<b>Camp 32-L33</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 32		60 sec	100-180 sec	160 sec	
Kill L33	73 sec	92 sec	30 sec		122 sec
				Min : 160 sec	Max : 122 sec

Block from P12

<b>Camp 35-L36</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 28		129 sec	20 sec	149 sec	
Kill L30	132 sec	144 sec	Enter Camp		144 sec
				Min : 149 sec	Max : 144 sec

Block from P13

<b>Camp 40-L41</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 40		96 sec	120-180 sec	216 sec	
Kill L41	109 sec	125 sec	20-30 sec		155 sec
				Min : 216 sec	Max : 155 sec