

Mission : Split City In Fall

Version : 12/11-2019

Units needed :

Left side (Starter) :

Right side (Invited) :

Loss :

Left side :

Right side :

XP :

Skills on My ... generals :

(10/7-2019)

--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_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)

Map position S1a

Camp a1-La4 *****

Camp a1 : 258 Jomsviking, 8 Wolf Packleader, 17 Giant, 27 Stonethrowing Ape

Wave1 – My_MMA : 50KN

Wave2 – My_Boris : 40MSW, 155KN

Loss : 40MSW, 127KN

Camp a2 : 102 Wolf Packleader, 99 Giant, 45 Mounted Bowman, 90 Stone Cannon

Wave1 – My_MMA : 95

Wave2 – My_Vargus : 50SW, 145AMR

Loss : 50SW, 95KN

Camp a3 : 68 Wolf Packleader, 82 Horseman, 24 Desert Marksman, 64 Stone Throwing Ape

My_Boris : 195KN

Loss : 148KN

Camp La4 : 76 Sword Master, 51 Mounted Bowman, 9 Iron Fist

Wave1 – My_MMA : 235Cav

Wave2 – My_Maddie : 70SW, 1MSW, 7KN, 137BES

Loss : 235KN, 70SW, 7KN

1 L4

2 3

Map position S2a

Camp a5-La8 *****

6
5 L8
7

Camp 5 : 78 Wolf Packleader, 54 Sword Master, 99 Mounted Bowman, 73 Mounted Sailor
My_Boris : 195KN

Loss : 188KN

Camp 6 : 48 Giant, 154 Sword Clasher, 64 Desert Marksman, 91 Mounted Bowman
Wave1 : My_MMA : 30KN
Wave2 : My_Boris : 195KN

Loss : 176KN

Camp 7 : 113 Wolf Packleader, 73 Giant, 105 Desert Marksman, 87 Mounted Bowman
Wave1 : My_MMA : 1R
Wave2 : My_Boris : 195KN

Loss : 1R, 147KN

Camp L8 : 110 Horseman, 88 Alpha Ape, 8 Assassin
Wave1 : My_MMA : 75KN
Wave2 : My_Maddie : 33SW, 94KN, 88BES
or Wave2 : My_Older_Gemini : 34SW, 101KN, 159BES (3SW, 176KN)

Loss : 33SW, 169KN

Camp La8 : 80 Gunman, 216 Shadowsneaker, 47 Firedancer, 40 Fox

Attack1 – My Vargus : 105R, 1E, 30Cav, 59Cannon

Wave1 – MMA : 1R

Attack1 – Major : 183R, 87Cannon (183R)

Loss : 105R

Send Block1a and then Block1b, Block2 and Attack1 on Drumbeat.

With 2-wave attack – place Wave 1 on position Attack1 – and Attack1 close behind

Map position S3a

Camp a9-La12 *****



Camp a9 : 239 Dark Priest, 94 Firedancer, 47 Bear, 12 Fox

Wave1 – My MMA : 235B

Wave2 – My Vargus : 142M, 53Cannon

Wave1 – MMA : 220B

Wave2 – Major : 100M, 56S, 114Cannon (220B, 100M, 56S)

Loss : 235B, 142M

Camp a10 : 275 Sabrerattler, 83 Gunman, 12 Shadowsneaker, 8 fox

Block1 – Tavern : 154E, 31Cav

Camp a11 : 201 Sabrerattler, 98 Gunman, 20 Shadowsneaker, 27 Giant

Block2 – Tavern : 154E, 4Cav

Camp La12 : 266 Caltrop, 25 Deckscrubber, 6 Gunman, 1 Giant Bear

Attack1 – My Anslem : 29R, 136Cannon

Wave1 – MMA : 60R

Wave2 – Major : 115R, 155Cannon (175R)

Loss : 29R

Send Block1 and then Block2 and Attack1 on Drumbeat.

With 2-wave attack – place Wave 1 on position Attack1 – and Attack1 close behind

Map position S4a

Camp a13-La16 *****



Camp T1 (Trap) : 200 Grey Wolf

My Anslem : 165R

Any General : 200R (15R)

Loss : 10R

Camp a13 : 382 Dark Priest, 5 Firedancer, 4 Fox, 2 Giant

Wave1 – My MMA : 235B

Wave2 – My Vargus : 30R, 165Cav

Wave1 – MMA : 220B

Wave2 – Major : 50R, 220B (47R, 263B)

Loss : 28R, 235B

Camp a14 : 2 Gunman, 351 Shadowsneaker, 35 Bear, 6 Wolfpack Leader

Block1 – Tavern : 175E, 5Cav

Camp a15 : 44 Caltrop, 204 Gunman, 144 Shadowsneaker, 6 Dark Priest

Block2 – Tavern : 135E

Camp La16: 191 Sabrerattler, 96 Firedancer, 2 Bear, 1 Furious Boar

Wave1 – My MMA : 235B

Attack1 – My Nusala : 79R, 1E, 100Cannon

Wave 1 – MMA : 220B

Attack1 – Major : 132R, 1E, 137Cannon (loss : 132R, 220B)

Loss : 79R, 235B

Map position S5a

Camp a17-La20 *****



Camp a17 : 20 Caltrop, 176 Gunman, 62 Shadowsneaker, 20 Giant
!!! can be ignored !!!

Camp a18 : 121Caltrop, 250 Gunman, 8 Shadowsneaker, 16 Fox
Block1a – Tavern : 1R
Block1b – Tavern : 172E, 2Cav

Camp a19 : 95 Sabrerattler, 234 Gunman, 14 Shadowsneaker, 56 Fox
Block2 – Tavern : 200E

Camp La20 : 193 Gunman, 51 Dark Priest, 52 Firedancer, 1 Giant Bear

Wave1 – My MMA : 170B

Attack1 – My Maddie : 50R, 1E, 164Cannon

Wave1 – MMA : 220B

Attack1 – Major : 60R, 210Cannon

Loss : 50R, 170B

Map position S6a

Camp a21-La24 *****

Camp a21 : 68 Caltrop, 122 Gunman, 69 Shadowsneaker, 133 Firedancer

Wave1 – My MMA : 1

Wave2 – My Nusala : 180R

Wave1 – MMA : 200B

Wave2 – Major : 135R, 135Cannon (135R, 200B)

Loss : 131B

!!! Blocking can only be used if leader in S6b is gone or killed before blocks run out !!!

!!! Both S6 leaders count as leaders in both S6 sectors !!!

See blocking next page::

Camp a22 : 261 Gunman, 41 Shadowsneaker, 11Bear, 64 Fox

Wave1 – My MMA : 1R

Wave2 – My Boris : 66R, 1E, 128Cannon

Wave1 – MMA : 180R

Wave2 – Major : 270R (268R)

Loss : 67R

Camp a23 : 61 Sabrerattler, 282 Shadowsneaker, 35 Dark Priest, 19 Fox

My Anslem : 91R, 74Cannon

MMA : 161R, 59Cannon (160R)

Loss : 91R

Camp La24 : 50 Caltrop, 177 Sabrerattler, 69 Firedancer, 1 Dark High Priest

Wave1 – My Nusala : 130B

Attack1 – My Boris : 60Cav, 135Xbow

Wave1 – MMA : 50B, 170LB

Attack1 – Major : 52R, 1E, 216Xbow, 1Cannon

Loss : 50R, 170B



Camp a22 : 261 Gunman, 41 Shadowsneaker, 11Bear, 64 Fox

Block1a – MMA : 1R

Block1b – Tavern : 162E

Camp a23 : 61 Sabrerattler, 282 Shadowsneaker, 35 Dark Priest, 19 Fox

Block2 – Tavern : 151E

Camp La24 : 50 Caltrop, 177 Sabrerattler, 69 Firedancer, 1 Dark High Priest

Wave1 – My_Nusala : 130B

Attack1 – My_Boris : 60Cav, 135Xbow

Wave1 – MMA : 50B, 170LB

Attack1 – Major : 52R, 1E, 216Xbow, 1Cannon

Loss : 50R, 170B

Map position S1b

Camp b1-Lb4 *****



Camp b1 : 71 Sabrerattler, 102 Shadowsneaker, 74 Firedancer, 60 Giant

Block1a – My MMA : 1R

Block1a – Tavern : 198E

Camp b2 : 316 Shadowsneaker, 42 Firedancer, 17 Wolf Packleader, 9 Fox

Block2 – My Superblock : 204E

Block2 – Tavern : 200E

Camp b3 : 321 Gunman, 61 Shadowsneaker, 8 Firedancer, 4 Giant

Block2 – Tavern : 175E

Camp Lb4 : 131 Deckscrubber, 14 Sabrerattler, 199 Shadowsneaker, 37 Firedancer

My Vargus : 120R, 75Cav

Veteran : 269R, 1Cannon (144R)

MMA : 135R, 85Cannon (135R)

Loss : 102R

Send Block1a then Block1b, Block2, Block3 and Attack1 on Drumbeat.

Map position S2b

Camp b5-Lb8 *****



Nusala or Boris with R for first 3 camps

Camp b5 : 373Decksrubber, 15 Sabrerattler, 102 Shadowsneaker, 7 Dark Priest, 2 Firedancer
Block1 – Tavern : 141E

Camp b6 : 334 Shadowsneaker, 21 Bear, 4 Wolf Packleader, 2 Fox
Block2 – Tavern : 135E

Camp b7 : 98 Caltrop, 112 Sabrerattler, 82 Shadowsneaker, 32 Wolf Packleader
Block3 – Tavern : 165E

Camp Lb8 : 100 Sabrerattler, 131 Gunman, 102 Firedancer, 27 Fox

Wave1 – My MMA : 1R

Attack1 – My Boris : 195R

Wave1 – MMA : 110R

Attack1 – Major : 174R, 95E, 1Cannon (273R)

Loss : 162R

Send Block1 then Block2, Block3, Wave1 and Attack1 on Drumbeat.

Map position S3b

Camp b9-Lb12 *****

Camp b9 : 65 Shadowsneaker, 261 Dark Priest, 38 Firedancer, 17 Fox

My Nusala : 180B

Wave1 – MMA : 50R

Wave2 – Nusala : 125LB (50R, 125LB)

Wave1 – MMA : 200R

Wave2 – Major : 175R, 95Cannon (375R)

Loss : 180B

Camp b10 : 28 caltrop, 143 Deckscrubber, 24 Gunman, 89 Firedancer

My Nusala : 180R

Major : 175R, 95Cannon (175R)

Loss : 124R

Camp b11 : 187 Deckscrubber, 178 Gunman, 7 Firedancer, 10 Fox

My Nusala : 180R

Major : 270R (250R)

Loss : 81R

Camp Lb12 : 119Caltrop, 159 Sabrerattler, 11 Dark Priest, 1 Giant Bear

My Anslem : 57M, 108Cannon

Wave1 – MMA : 125R

Wave2 – Major : 79R, 1E, 190Cannon (204R)

Loss : 57M

Map position S4b

Camp b13-Lb16 *****

Camp b13 : 384 Dark Priest, 5 Firedancer, 6 Bear 4 Fox

My Nusala : 170B, 10LB

Wave1 – MMA : 220B

Wave2 – Major : 270R (168R, 220B)

Loss : 170B, 10LB

Camp b14 : 64 caltrop, 57 Sabrerattler, 143 Deckscrubber, 62 Shadowsneaker, 71 Fox

My Nusala : 180R

MMA : 220R (153R)

Loss : 148R

Camp b15 : 16 Sabrerattler, 214 Gunman, 141 Firedancer, 4 Fox

My Nusala : 180R

Wave1 – MMA : 50R

Wave2 – Major : 199R, 1E, 70Cannon (249R)

Loss : 163R

Camp Lb16 : 167 Sabrerattler, 94 Gunman, 19 Firedancer, 2 Furious Boar

My Anslem :72S, 93Cannon

Wave1 – MMA : 30R

Wave2 – Major : 199R, 1E, 70Cannon (229R)

Loss : 72S

Map position S5b

Camp b17-Lb20 *****

Camp b17 : 270 Sabrerattler, 121 Shadowsneaker, 4 Dark Priest

My Boris : 195R

Wave1 – MMA : 220R (149R)

Wave2 – Major : 270R (155R)

Loss : 134R

Camp b18 : 26 Caltrop, 282 Deckscrubber, 68 Shadowsneaker, 7 Bear

Can be avoided

Camp b19 : 47 Shadowsneaker, 18 Wolf Packleader, 5 Fox, 265 Scoundrel

My Nusala : 95B

Wave1 – MMA : 100R

Wave2 – Major : 270Cav (100R)

Loss : 95B

Camp Lb20 : 240 Shadowsneaker, 58 Fox, 1 Dark High Priest

My Anslem : 54R, 111Cannon

Major : 122M, 148Cannon (122M)

Loss : 54R

Map position S6b

Camp b17-Lb20 *****

Camp b21 : 11 Caltrop, 35 Deckscrubber, 189 Sabrerattler, 54 Shadowsneaker

My Boris : 80R, 115Cannon

Wave1 – MMA : 86R, 134Cannon (86R)

Wave2 – Major : 92R, 178Cannon (92R)

Loss : 77R

Camp b22 : 33 Sabrerattler, 131 Shadowsneaker, 32 Firedancer, 47 Wolf Packleader

My Nusala : 145B

Wave1 – MMA : 215R, 5M (215R)

Wave2 – Major : 250R, 20S (250R, 13S)

Loss : 145B

Camp b23 : 12 Deckscrubber, 88 Dark Priest, 146 Firedancer, 4 Giant

My Nusala : 180B

Wave1 – MMA : 50R

Wave2 – Major : 149R, 1E, 120Cav (199R)

Loss : 180B

Camp Lb24 : 121 Deckscrubber, 156 Gunman, 20 Fox, 1 Dark High Priest

Attack1 – My Anslem : 70R, 55M, 40 Cannon

Wave1 – MMA : 120R

Wave2 – Major : 50R, 220Cannon (170R)

Loss : 70R, 55M

Details of block timing ::

!!! Fight and total kill time in () are for slowest Attack1 version !!!

Block S1a

Camp a3-La4	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		34 sec	140-240 sec 140=6/100000	174 sec	
Block2	37 sec	88 sec	140-160 sec	228 sec	
Attack1	91 sec	126 sec	30 sec (60 sec)		156 sec (186 sec)
				Min : 174 sec	Max : 156 sec (186sec)

Small risk of block failing if attack last 60 sec.

Block S2a

Camp a5-La8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		67 sec	10+100 sec	177 sec	
Block1		80 sec	140-280 sec	220 sec	
Attack1	70/83 sec	111 sec	20-30 sec (60 sec)		141 sec (171 sec)
				Min : 177 sec	Max : 141 sec (171 sec)

Block S3a

Camp a9-La12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		73 sec	120-260 sec	193 sec	
Block2		75 sec	120-300 sec	195 sec	
Attack1	78 sec	116 sec	30 sec (60 – 80 sec)		146 sec (196 sec)
				Min : 187 sec	Max : 112 sec (142 sec)

(2-wave attack :

Small risk of blocks lasting only 120sec – and small risk of Attack will last more than 70 sec so should be safe.)

Block S4a

Camp a13-La16	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		60 sec	140-220 sec	200 sec	
Block2	??	92 sec	160-220 sec	252 sec	
Attack1	95 sec	120 sec	50 sec (70 sec)		170 sec (190 sec)
				Min : 200 sec	Max : 170 sec (190 sec)

Block S5a

Camp a17-La20	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		63 sec	160-240 sec	223 sec	
Block2	68 sec	103 sec	120-300 sec	223 sec	
Attack1	106 sec	151 sec	10+20 sec (60 sec)		181 sec (211 sec)
				Min : 223 sec	Max : 181 sec (211 sec)

Block S6a

Camp a21-La24	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1a+1b		60 sec	130-260 sec	190 sec	
Block2	65 sec	90 sec	140-300 sec	230 sec	
Attack1	93 sec	115 sec	30 sec (40 sec)		145 sec (155 sec)
				Min : 187 sec	Max : 1 sec (142 sec)

Block S1b

Camp b1-Lb4	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		57 sec	130-250 sec	187 sec	
Block2	62 sec	113 sec	100-220 sec (80-220sec)	213 sec (193 sec)	
Block3		88 sec	120-200 sec	208 sec	
Attack1	98/118/91 sec	133 sec	30 sec (50 sec)		163 sec (183 sec)
				Min : 187 sec	Max : 163 sec (183 sec)

Block1 - (10+120sec-10+240 (14/100000=120) = 130sec)

Block2 – My Superblock : (100-220sec (6/100000=100) = 100sec

Block2 – Tavern : (80-220sec) will be enough

Block S2b

Camp b5-Lb8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		47 sec	160-180 sec	207 sec	
Block2	50 sec	82 sec	160-180 sec	242 sec	
Block3	85 sec	116 sec	120-140 sec	236 sec	
Attack1	119 sec	164 sec	40 sec		204 sec
				Min : 207 sec	Max : 204 sec

Left side (Starter) - No Blocks

Camp a1-La4 can all be defeated with MMA or 250+ general loaded with R

A1 : Boris : 180R (172R)

A2 : Nusala : 165R (45R)

A3 : Nusala : 165R (128R)

LA4 : Boris : 180R (153R)

A5 : Nusala : 165R (57R)

A6 : Nusala : 165R (109R)

A7 : Wave1 – MMA : 1R / Wave2 – Boris : 175R, 5M (176R, 5M)

LA8 : Boris : 180R (121R)

A9 : Wave1 – MMA : 220B / Wave2 – MMA : 220M (220B, 211M)

A10 : Wave1 – MMA : 50R / Wave2 – Boris : 130R, 50E (180R)

A11 : Boris : 146R, 34E (146R)

LA12 : Wave1 – MMA : 100R / Wave2 – MMA : 75R, 145Cannon (175R)

TRAP : Boris : 180R (15R)

A13 : Wave1 – MMA : 220B / Wave2 – Nusala : 103R, 62E (103R, 220B)

A14 : Wave1 – MMA : 1R / Wave2 – Nusala : 155R, 10M (156R, 5M)

A15 : Nusala : 165R (52R)

LA16 : Wave1 – MMA : 220R / Wave2 – Nusala : 55R, 1E, 109Cannon (275R)

A17 : Nusala : 12R, 153E (12R)

A18 : Nusala : 165R (135R)

A19 : Boris : 180R (143R)

LA20 : Wave1 – MMA : 220R / Wave2 – Boris : 75R, 105Cannon (295R)

A21 : Wave1 – MMA : 1R / Wave2 – Nusala : 165R (133R)

A22 : Wave1 – MMA : 1R / Wave2 – Boris : 80R, 100Cannon (81R)

A23 : Boris : 108R, 71Cannon (108R)

LA24 : Wave1 – Nusala : 165B / Wave2 – Boris : 60R, 120Xbow (84R, 165B)

units lost 3031R, 605B, 221M

+ 120Xbow, 153E, 145Cannon – Nusala, Boris and 10 MMA

Right side (invited) - No blocks.

B1 : Wave1 – MMA : 130R / Wave2 – Nusala : 30R, 135Xbow (160R)

B2 : Nusala : 125R, 40M (125R, 40M)

B3 : Nusala : 165R (85R)

LB4 : Nusala : 165R (102R)

B5 : Nusala : 165R (141R)

B6 : Boris : 180R (123R)

B7 : Wave1 – MMA : 1R / Wave2 – Nusala : 165R (135R)

LB8 : Wave1 – MMA : 50R / Wave2 – Boris : 180R (220R)

B9 : Wave1 – MMA : 50R / Wave2 – Nusala : 125LB (50R, 125LB)

B10 : Nusala : 165R (125R)

B11 : Nusala : 165R (81R)

LB12 : Wave1 – MMA : 150R / Wave2 – Boris : 75R, 105Cannon (225R)

B13 : Wave1 – MMA : 220B / Wave2 – Boris : 130R, 1E, 49Cannon (130R, 220B)

B14 : Boris : 65R, 1E, 114Cannon (65R)

B15 : Nusala : 165B (165B)

LB16 : Wave1 – MMA : 150R / Wave2 – Boris : 60R, 20M, 100Cannon (210R, 20M)

B17 : Nusala : 165R (143R)

B18 : Not killed

B19 : Nusala : 105B (105B)

LB20 : Boris : 122R, 1E, 57Cannon (122R)

B21 : Boris : 81R, 1E, 98Cannon (81R)

B22 : Nusala : 135B, 30LB (135B, 30LB)

B23 : Nusala : 140B, 25LB (140B, 25LB)

LB24 : Wave1 – Nusala : 1R / Wave2 – Boris : 80R, 100Cannon (81R)

units lost 2413R – 765B – 60M – 180LB

+ 1E, 135Xbow, 114Cannon, Nusala, Boris and 8 MMA