

Mission : Split City In Summer

Version : 16/8-2020

Units needed :

Left side (Starter) :

My Vargus, My Anslem, My Nusala, My Boris, My Younger Gemini(6),

My Cloaked, My MMA(3), 3 Tavern

403R, 440B, 90Cav, 136S, 200B, 308E, 199Cannon

Right side (Invited) :

My Gemini, My Cloaked, My Vargus, My Anslem, My Nusala, My Boris,

My Younger Gemini(6), My MMA(2), 3 Tavern

611R, 170B, 9M, 182Cav, 10LB, 442E, 277Xbow, 111Cannon

Loss :

Left side : 403R, 440B

Right side : 611R, 170B, 9M, 10LB, 8Cav

XP :

Left side :

Right side :

Skills on My ... generals :

(1/5-2020)

--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_Younger_Gemini : 3 Jog, 3 First Aid, 3 Rapid Fire, 3 Overrun, 2 Battle Frenzy, 3 Just a flesh wound, 3 Garrison Annex, 1-up (21)

--My_Anslern : 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)

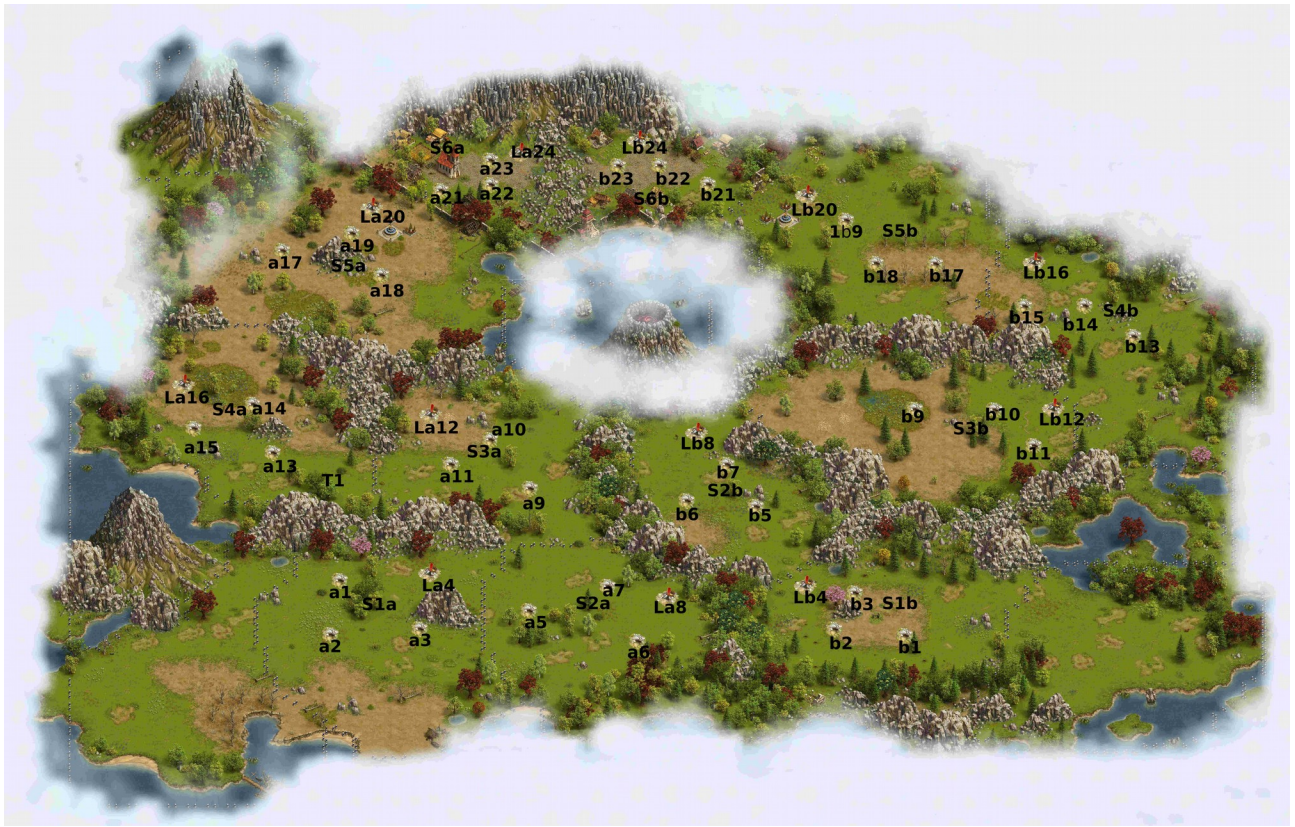
--My_Medic : 3 jog, 3 First Aid, 1 Juggernaut, 3 Rapid Fire, 3 Overrun, 1 Sniper training, 3 Unstoppable Charge, 3 Garrison Annex, 1-up (21)

--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)

--My_Steadfast : 3 Jog, 3 First Aid, 1 Juggernaut, 3 Overrun, 3 Battle Frenzy, 3 Just a flesh wound, 1 Weekly Maintenance, 3 Garrison Annex, 1-up (21)

--My_Cloaked : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostie Takeover, 3 Unstoppable Charge, 3 Battle Frenzy, 1 Flesh wound, 3 Garrison Annex, 1 Master Planner (21)



Map position S1a

Camp a1-La4 *****



Camp a1 : 28 Caltrop, 161 Deckscrubber, 94 Firedancer, 6 Fox
Bypassed (Have to be killed if not blocking)

Camp a2 : 98 Caltrop, 114 Gunman, 150 Shadowsneaker, 7 Firedancer
Block1 – Tavern : 136S

Camp a3 : 88 Sabrerattler, 226 Shadowsneaker, 26 Dark Priest, 17 Giant
Block2 – Tavern : 135E, 60Cav

Camp La4 : 159 Sabrerattler, 203 Shadowsneaker, 32 Firedancer, 2 Giant
Attack1 – My Anslem : 108R, 57E

Loss : 108R

Send Block1 and then Block2 and Attack1 on Drumbeat.

Map position S2a

Camp a5-La8 *****

Camp a5 : 148 Caltrop, 70 Gunman, 26 Shadowsneaker, 21 Dark Priest
My Vargus : 28R, 1E, 166Cav

Loss : 28R



Camp a6 : 2 Sabrerattler, 50 Gunman, 297 Shadowsneaker, 57 Firedancer
Kill – My Younger Gemini : 1R

Camp a7 : 274 Sabrerattler, 13 Gunman, 63 Dark Priest, 10 Fox
Block2 – Tavern : 105E, 90Cav

Camp La8 : 80 Gunman, 216 Shadowsneaker, 47 Firedancer, 40 Fox
Attack1 – My Boris : 109R, 1E, 85Cannon

Loss : 109R

Send Block2, followed by Attack1 on Drumbeat.

Map position S3a

Camp a9-La12 *****



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

Wave1 – My Younger Gemini(1) : 155B

Wave2 – My Younger Gemini : 80R

Loss : 80R, 155B

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 Deckscribber, 6 Gunman, 1 Giant Bear

Attack1 – My Anslem : 29R, 136Cannon

Loss : 29R

Send Block1 and then Block2 and Attack1 on Drumbeat.

Map position S4a

Camp a13-La16 *****

Camp T1 (Trap) : 200 Grey Wolf
My Younger Gemini : 1R

Loss : 0R

Camp a13 : 382 Dark Priest, 5 Firedancer, 4 Fox, 2 Giant
Wave1 – My Younger Gemini(2) : 1R
Wave2 – My Younger Gemini : 1R

Loss : 0R



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-Kill – My Younger Gemini : 1R

Camp La16: 191 Sabrerattler, 96 Firedancer, 2 Bear, 1 Furious Boar
Wave1 – My Younger Gemini(3) : 155B
Attack1 – My Cloaked : 15R, 1E, 199Cannon

Loss : 15R, 155B

Send block1, followed by Block2, Wave1 and Attack1 on Drumbeat

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
Kill – My Younger Gemini : 1R

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 Younger Gemini(4) : 1R
Wave2 – My Cloaked : 14R, 1E, 200Xbow

Loss : 14R

Send block2, followed by Wave1 and Attack1 on Drumbeat

Map position S6a

Camp a21-La24 *****

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

Wave1 – My Younger Gemini(5) : 1R

Wave2 – My Boris : 195Cav

Loss : 0R

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

Wave1 – My MMA(2) : 1R

Wave2 – Younger Gemini : 20R

Loss : 20R

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

Wave1 – My MMA(3) : 1R

Wave2 – Younger Gemini : 1R

Loss : 0R

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

Wave1 – My Nusala(1) : 130B

Attack1 – My Boris : 60Cav, 135Xbow

Loss : 130B

Map position S1b

Camp b1-Lb4 *****



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

Block1a – My MMA(1) : 1R

Block1a – Tavern : 198E

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

Block2-kill – My Younger Gemini : 1R

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

Block3-kill – My Younger Gemini : 1R

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

My Younger Gemini : 85R (can kill camp with 1R – but slow taking camp down if blocking)

Loss : 85R

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

Map position S2b

Camp b5-Lb8 *****



Camp b5 : 373Deckscribber, 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 Younger Gemini(1) : 1R
Attack1 – My Vargus : 21R, 1E, 173Cav

Loss : 21R

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

Wave1 – My Younger Gemini(2) : 1R

Wave2 – My Vargus : 12R, 1E, 182Cav

Loss : 12R

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

My Younger Gemini : 85R

Loss : 85R

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

My Younger Gemini : 1R

Loss : 0R

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

Wave1 – My Younger Gemini(3) : 80R

Wave2 – My Gemini : 17R, 1E, 277Xbow

Loss : 97R

Map position S4b

Camp b13-Lb16 *****

Camp b13 : 384 Dark Priest, 5 Firedancer, 6 Bear 4 Fox
My Nusala : 170B, 10LB

Loss : 170B, 10LB

Camp b14 : 64 caltrop, 57 Sabrerattler, 143 Deckscriber, 62 Shadowsneaker, 71 Fox
My Younger Gemini : 45R

Loss : 45R

Camp b15 : 16 Sabrerattler, 214 Gunman, 141 Firedancer, 4 Fox
Wave1 – My Nusala : 1R
Wave2 – My Boris : 66R, 1E, 128Cav

Loss : 66R, 8Cav

Camp Lb16 : 167 Sabrerattler, 94 Gunman, 19 Firedancer, 2 Furious Boar
Wave1 – My MMA : 1R
Wave2 – My Cloaked : 100R, 9M, 1E, 105Cannon

Loss : 100R, 9M

Map position S5b

Camp b17-Lb20 *****

Camp b17 : 270 Sabrerattler, 121 Shadowsneaker, 4 Dark Priest
My Anslem : 98R, 67E

Loss : 98R

Camp b18 : 26 Caltrop, 282 Deckscurber, 68 Shadowsneaker, 7 Bear
Can be avoided

Camp b19 : 47 Shadowsneaker, 18 Wolf Packleader, 5 Fox, 265 Scoundrel
My Younger Gemini : 1R

Loss : 0R

Camp Lb20 : 240 Shadowsneaker, 58 Fox, 1 Dark High Priest
My Anslem : 54R, 111Cannon

Loss : 54R

Map position S6b

Camp b17-Lb20 *****

Camp b21 : 11 Caltrop, 35 Deckscriber, 189 Sabrerattler, 54 Shadowsneaker
My Younger Gemini : 45R

Loss : 45R

Camp b22 : 33 Sabrerattler, 131 Shadowsneaker, 32 Firedancer, 47 Wolf Packleader
Wave1 – My Younger Gemini(4) : 1R
Wave2 – My Younger Gemini : 1R

Loss : 0R

Camp b23 : 12 Deckscriber, 88 Dark Priest, 146 Firedancer, 4 Giant
Wave1 – My Younger Gemini(5) : 1R
Wave2 – My Younger Gemini : 1R

Loss : 0R

Camp Lb24 : 121 Deckscriber, 156 Gunman, 20 Fox, 1 Dark High Priest
Wave1 – My Younger Gemini(6) : 1R
Wave2 – My Boris : 195Xbow

Loss : 0R

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