

**Mission : The People of the Mountain – 2 Debuffs**  
**Campaign : Mountain Clan - 4a**  
**Version : 28/6-2020**

**Units needed :**

3 Ballista, 1 Assassin, 1 ROA and 2 big Cata's  
My Gemini, My Vargus, My Nusala, My Medic(3), 2 My Boris, My Cloaked,  
My MMA, My Younger Gemini(3), My Steadfast(4)  
155R, 570B, 262SW, 9MSW, 1517KN, 196MMR, 150BES

Bosses may survive in L15

**Loss :**

3 Ballista, 1 Assassin, 1 ROA and 2 big Cata's,  
?R, 570B, 262SW, 8MSW, 1517KN

**XP :**

Main Part : 246.110  
Breakthrough : 101.000 ( 109.550 )  
Extra : 111.681  
347.110 – 561.290

370.770XP ( 504.029 with 50%))

## **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 )



## **Preparation**

### **Active zone buffs :**

**Deep Snow**

**Piercing Cold**

**Start production of : ( My selection !! )**

**1 Emergency Repair Kit :15000 Hardwood Planks, 20000 Tools, 10000 Steel bars – 1h 30m in RPH**

**1 Armory Construction Kit : 2000 Warhorse, 500 Arquebus, 1000 Platinum Swords -**

**1 Transmutation Reagent : 1250 Saltpeter, 1000 Titanium Bars, 1250 Mahagony logs – 1h in RPH**

**1 Wheat Field Fertilizer : 500 Magic Beans, 500 Herbs, 80000 Wheat – 1h in RPH**

**1 Water delivery : 200000 Water, 500 Barrels – 30m in RPH**

**1 Provision House Construction Kit : 2000 Carriage, 22500 Sausages, 12k Woolen Cloth -**

**1 Headquarters Construction Kit : 8500 Advance Paper, 10000 Coins, 100000 Brew -**

**Outpost buildings has to be built in the order I use – or simulations/troops used will be wrong.**

**All 3 has production time 1 hour in RPH and PH at level 6**

### **Later Productions :**

**2 Gate Reinforcement Kit : 15000 Exo Wood Planks, 10000 Platinum bars – time: 9 min in RPH**

Not used when following my guide -

1 extra Emergency Repair Kit.

Some camps dont have to be defeated to complete venture.

Leaving those extra camps untill after you placed all 3 outpost buildings, give extra strength to your units.

Total Needed :

EWP – 30.000    Maha.log 1.250    Bean 500    Herb 500

Plat.bar – 20.000    Salt 1.250    Tit.bar 1.000    Wheat 80.000

Carriage – 2.000    Sausage – 22.500    Wool cloth 12.000    Barrel 500

Adv. Paper – 8.500    Coins – 10.000    Brew -100.000    water 200.000

Hwp - 15.000    tools – 20.000    steel-bar – 10.000    Warhorse – 2.000    Arquebus – 500

Plat sword – 1.000

## Sector 1

### Camp 1-L4 \*\*\*\*\*

Using Assassin on Camp L2 will also kill camp 1.

Camp 1 (A1) : 70 Frost Ibex, 100 Frost Eagle, 10 Frost Wolf  
**Assassin on camp L2**

Camp L2 (A2) : 200 Frost Eagle  
Assassin

Camp 3 (B1) : 75 Frost Bear, 80 Frost Fox, 25 Frost Leopard  
Wave1 – Younger\_Gemini(1) : 80SW  
Wave2 – My\_Steadfast : 14SW, 1MSW, 220MMR

Loss : 94SW

Camp L4 (B2) : 25 Frost Ibex, 20 Frost Bear, 140 Frost Leopard  
Wave1 – My\_Medic(1) : 200B  
Wave2 – My\_Boris : 195MMR

Loss : 200B

### **Complete Quest**

**Gate opens**

**Click Skjoldrborg Main Hall**

**Complete Quest**

Main part of Map with main camps becomes visible

( later some Breakthrough caves will show on map in 2-3 waves ( 3<sup>rd</sup> can be avoided )

## Sector 2

### Camp L15 ( Blacksmith ) \*\*\*\*\*

Camp L15 (F1) : 1 Gargantuan Lynx, 80 Frost Eagle, 1 Enormus Ibex  
ROA – Most times only some eagles left else simulate – ROFA kills all ( ? )  
My\_Younger\_Gemini : 155R

#### Use Emergency Repair Kit

Reward : **1 obsidian shards** – 5 Obsidian ore

### Camp 7-L8 ( Crops ) \*\*\*\*\*

Camp 7 (D1) : 30 Frost Ibex, 75 Frost Eagle, 25 Frost Wolf, 1 Ghastly Wolf  
Wave1 – My\_Steadfast(1) : 120KN  
Wave2 – My\_Vargus : 41SW, 1MSW, 153MMR

Loss : 41SW, 120KN

#### Vargus finished

Camp L8 (D2) : 100 Frost Bear, 50 Frost Eagle  
Wave1 – My\_Younger\_Gemini(2) : 80KN  
Wave2 – My\_Boris : 195KN

Loss : 159KN

Reward : **2 obsidian shards** – 10 Obsidian Ore

**Camp 9-L10 ( Hermit Hag ) \*\*\*\*\***

Camp 9 (E1) : 1 Ravaging Ox, 75 Frost Eagle, 50 Frost Wolf

Wave1 – My\_Steadfast(2) : 90KN

Wave2 – My\_Steadfast : 90KN, 145BES

Loss : 112KN

Camp L10 (E2) : 105 Frost Ibex, 100 Frost Fox, 10 Frost Leopard

Wave1 – My\_MMA(1) : 120KN

Wave2 – My\_Boris : 27SW, 163KN, 5BES

Loss : 27SW, 224KN

Reward : 2 obsidian shards – 10 Obsidian Ore

**Go to Home Island – and build 1 Gate Reinforcement Kit**

**Repair 1 Gate – Breakthrough Caves will come on the side with unrepaired gate.**

**I suggest repairing gate on left side, and this guide follow that line**

( Breakthrough Caves that would show if left side repaired is described at bottom of this Guide )

## Sector 3

### Camp 11-L13 ( Northern Outpost ) \*\*\*\*\*

Camp 11 (L1) : 75 Frost Ibex, 75 Frost Bear, 50 Frost Eagle, 25 Frost Leopard  
Catapult !!

Camp 12 (L2) : 100 Frost Bear, 100 Frost Eagle  
Catapult !!

Camp L13 (L3) : 75 Frost Fox, 100 Frost Wolf, 1 Winter Terror  
Wave1 – My\_Medic(2) : 90KN  
Wave2 – My\_Gemini : 145KN 150BES

Loss : 215KN  
Reward : Big Catapult  
**Gemini finished**

**After this : 2 Breakthrough waves**

### Camp L14 ( Abandoned Stronghold ) \*\*\*\*\*

Camp L14 (H1) : 2 Gargantuan Lynx, 50 Frost Bear, 50 Frost Eagle  
Wave1 – Ballista  
Wave2 – My\_Boris : 185KN, 10BES

Loss : 52KN, Ballista

Reward : **Obsidian Dynamite ( Needed in Giant Battle Venture )** + 5 Obsidian Ore



# 1. Breakthrough

## Camp Ba3-Ba4 \*\*\*\*\*

Camp Ba3 (X4) : 50 Frost Bear, 95 Frost Wolf, 45 Frost Leopard

Wave1 – Medic(3) : 190B

Wave2 – My\_Boris : 195MMR

Loss : 190B

Camp Ba4 (X3) : 100 Frost Bear, 25 Frost Fox, 30 Frost Eagle

Wave1 – My\_Steadfast(3) :115KN

Wave2 – My\_Boris : 195MMR

Loss : 115KN

## **Build Armory**

## 2. Breakthrough

### **Camp Bb3-Bb4 \*\*\*\*\***

Camp Bb3 (Y4) : 100 Frost Ibex, 75 Frost Bear, 2 Ghastly Wolf

Wave1 – Ballista

Wave2 – My\_Nusala(1) : 180B

Wave3 – My\_Cloaked : 100SW, 9MSW, 106MMR

Loss : Ballista, 180B, 100SW, 8MSW

Camp Bb4 (Y3) : 75 Frost Bear, 150 Frost Eagle, 2 Enormus Ibex

Wave1 – Ballista

Wave2 – My\_Steadfast(4) : 180KN

Wave3 – My\_Boris : 195MMR

Loss : Ballista, 180KN

**Click Skjoldrborg Main Hall** ( will give you choice quests )

#### **Use Wheat field fertilizer**

Reward : 2 obsidian shards – 10 Obsidian ore

#### **Use Transmutation Reagent**

Reward : 2 obsidian shards – 10 Obsidian ore

**Camp L19 ( Dried up Well )**

Camp L19 (K1) : 10 Frost Eagle, 100 Frost Wolf, 150 Frost Leopard

Wave1 – My\_Younger\_Gemini(3) : 1MMR

Wave2 – My\_Boris : 195MMR

Loss : 1MMR

**Use Water delivery**

Reward : 1 obsidian shards – 5 Obsidian ore

**Go to Home Island – and build 1 Gate Reinforcement Kit**

**Repair Last Gate**

**Build Headquarters**

**Build Provision House**

**You can finish now or defeat extra camps for extra XP first**

**Will not come – because gate is repaired !!**

### **3. Breakthrough**

**Camp Bc5-Bc6 \*\*\*\*\***

Camp Bc5 (Z4) : 75 Frost Bear, 150 Frost Eagle, 100 Frost Leopard, 1 Enormus Ibex

Wave1 – Major : 270MMR

Wave2 – MMA : 220KN

Wave3 – MMA : 220KN

Wave4 – MMA : 220KN

Wave5 – My\_Vargus : 40MSW, 55AMR, 100BES

Loss : 34MSW, 660KN, 270MMR

XP : 49.700

Camp Bc6 (Z3) : 100 Frost Bear, 100 Frost Eagle, 50 Leopard, 2 Ghastly Wolf

Wave1 – Major : 270MMR

Wave2 – MMA : 220KN

Wave3 – MMA : 220KN

Wave4 – My\_Vargus : 50MSW, 45AMR, 100BES

Loss : 45MSW, 440KN, 270MMR

XP : 45.150

Build Provision House

## Extra camps – dont have to be defeated

### Camp 5-L6 ( Quarry ) \*\*\*\*\*

Camp 5 (C1) : 100 Frost Eagle, 50 Frost Wolf, 50 Frost Leopard

Wave1 – Any : 75KN

Wave2 – My\_Major2 : 285KN

( Wave1 – Any : 200KN

( Wave2 – My\_Vargus : 2MSW, 193MMR ( 1MSW, 200KN ) )

\*\*( with piercing cold active : same ( 210KN ) )

Loss : 196KN

XP : 15.550

Camp L6 (C2) : 50 Frost Ibex, 80 Frost Fox, 75 Frost Eagle

Wave1 – Any : 200KN

Wave2 – My\_Vargus : 73MSW, 22MMR, 100BES

\*\*( with piercing cold active :

Wave1 – Any : 200KN

Wave2 – My\_Vargus : 82MSW, 38MMR, 75BES ( 200KN, 81MSW ) )

Loss : 72MSW, 200KN

XP : 13.965

Reward : 2 obsidian shards – 10 Obsidian Ore

### Camp L16 \*\*\*\*\*

Camp L16 (J1) : 125 Frost Ibex, 80 Frost Fox

Wave1 – Any : 100KN

Wave2 – My\_Major : 40MSW, 145KN, 100BES

\*\*( with piercing cold active :

Wave1 – Any : 100KN

Wave2 – My\_Major : 41MSW, 144KN, 100BES ( 211KN, 41MSW ) )

Loss : 38MSW, 200KN

XP : 14.115

**Camp L17 \*\*\*\*\***

Camp L17 (G1) : 100 Frost Bear, 70 Frost Wolf

Wave1 – My\_Major2 : 250LB

Wave2 – My\_Major1 : 285MMR

(Wave1 – Veteran : 250LB

Wave2 – My\_Major : 75MSW, 210MMR ( 250LB, 73MSW )

\*\*( with piercing cold active : same )

Loss : 250LB

XP : 15.760

**Camp L18 \*\*\*\*\***

Camp L18 (K1) : 90 Frost Eagle, 2 Ghastly Wolf

Wave1 – MMA : 130KN

Wave3 – My\_Major : 285KN

\*\*( with piercing cold active :

Wave1 – My\_Charge\_MMA : 130KN

Wave2 – My\_Major : 285KN ( 296KN ) )

Loss : 344KN

XP : 28.930

## **Breakthrough camps left side – If you decide to go that way**

### **1. Breakthrough**

#### **Camp Ba1-Ba2 \*\*\*\*\***

Camp Ba1 (X1) : 50 Frost Ibex, 150 Frost Fox, 30 Frost Wolf

Wave1 – My\_MMA : 235KN

Wave2 – My\_Vargus : 74SW, 121MMR

Loss : 73SW, 235KN

Reward : 3 Obsidian Ore

Camp Ba2 (X2) : 100 Frost Ibex, 80 Frost Eagle

Wave1 – My\_MMA : 220Cav

Wave2 – My\_Major2 : 210KN, 75BES

Loss : 220Cav, 189KN

Reward : 3 Obsidian Ore

Build Armory

## 2. Breakthrough

### Camp Bb1-Bb2 \*\*\*\*\*

Camp Bb1 (Y1) : 1 Ravaging Ox, 150 Frost Ibex, 150 Frost Wolf, 150 Frost Leopard

Wave1 – Ballista

Wave2 – Assassin

-- If Ibex gone : Wave3 – My\_MMA : 100KN – Wave4 – My\_Boris : 195MMR ( 100KN )

-- else : Wave3 – ROA – then Simulate

Loss : ??

Reward : 7 Obsidian Ore

Camp Bb2 (Y2) : 2 Gargantuan Lynx, 100 Frost Ibex, 100 Frost Fox

Wave 1 : Ballista

If Lynx gone :

Wave2 – My\_MMA : 220KN

Wave3 – My\_Vargus : 37MSW, 110MMR, 48BES

( if Using Assassin instead of ballista :

If Ibex gone :

Wave2 – My\_MMA : 220Cav

Wave3 – My\_Vargus : 86MSW, 109AMR ( 220Cav, 85MSW, Assassin )

If Fox gone :

Wave1 – My\_MMA : 220Cav

Wave2 – My\_Major : 130MSW, 155AMR ( 220Cav, 128MSW, Assassin ( 200Cav, 116MSW ) ) )

Loss : Ballista, 220KN, 36MSW

XP : 27.600

Reward : 7 Obsidian Ore

Build Headquarters

Click Skjoldrborg Main Hall ( will give you choice quests )



**Will not come**

### **3. Breakthrough**

#### **Camp Bc1-Bc2 \*\*\*\*\***

Camp Bc1 (Z1) : 1 Ravaging Ox, 200 Frost Bear, 125 Frost Wolf, 125 Frost Leopard  
Assassin + ROA – or ROA + Assassin – then simulate  
( Wave1 – My\_Nusala : 4MMR, 176AMR  
Wave2 – MMA : 4MSW, 190AMR  
Wave3 – My\_Major : 110MSW, 175AMR ( 116MSW, 366AMR ) )

XP : 51.625  
Reward : 8 Obsidian Ore

Camp Bc2 (Z2) : 1 Gargantuan Lynx, 100 Frost Bear, 75 Frost Eagle  
Wave1 – My\_Major1/2 : 285KN  
Wave2 – MMA : 220KN  
Wave3 – My\_Vargus : 62MSW, 71AMR, 62MMR  
(Wave1 – Major : 270MMR  
Wave2 – MMA : 220KN  
Wave3 – My\_Vargus : 65MSW, 45MMR, 85BES ( 63MSW, 220KN, 270MMR ) )

Loss : 60MSW, 505KN  
XP : 23.975  
Reward : 8 Obsidian Ore

Build Provision House

Use Repair kit on Mason  
Reward : 1 obsidian shards – 10 Obsidian ore

**Reward : 440.000 XP**