

Mission : The People of the Mountain – 2 Debuffs

Campaign : Mountain Clan - 4

Version : 31/12-2019

Units needed :

3 Ballista, 1 Assassin, 1 ROA and 2 big Cata's
My Gemini, My Vargus, My Nusala, My Medic(2), My Boris, My MMA(2),
My Younger Gemini(2), My Steadfast(2)
155R, 390B, 220Cav, 220SW, 8MSW, 1517KN, 180MRK, 196MMR, 150BES

Bosses may survive in L15

Loss :

3 Ballista, 1 Assassin, 1 ROA and 2 big Cata's,
?R, 390B, 220Cav, 220SW, 7MSW, 1517KN, 180MRK

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 :

(20/12-2019)

--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_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_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)

--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)



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

Any of the 3 can be replaced by

Watchtower Construction Kit : 5000 Map Fragments, 10000 Mahagony planks 8000 Granite

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 Boris : 165KN, 30SW

Wave1 – Medic(1) : 100KN

Wave2 – My_Major2 : 60MSW, 145KN, 80BES (59MSW, 211KN)

Loss : 110SW, 90KN

Camp L4 (B2) : 25 Frost Ibex, 20 Frost Bear, 140 Frost Leopard

Wave1 – My Medic(1) : 200B

Wave2 – My Boris : 195MMR

Wave2 – My_Major1/2 : 285MMR

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 (3rd 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

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 MMA(1) : 204KN

Wave2 – My Vargus : 55SW, 140MMR

Loss : 54SW, 204KN

Camp L8 (D2) : 100 Frost Bear, 50 Frost Eagle

Wave1 – My MMA(2) : 100KN

Wave2 – My Boris : 195KN

Wave1 – My MMA : 190KN

Wave2 – My Vargus : 60MSW, 45AMR, 90MMR (59MSW, 190KN)

Loss : 247KN

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 MMA(3) : 220Cav

Wave2 – My Steadfast : 185KN, 50BES

Wave2 – My_Vargus : 96MSW, 99AMR (220Cav, 95 MSW)

Loss : 220Cav, 141KN

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

Wave1 – My MMA(4) : 120KN

Wave2 – My Boris : 27SW, 163KN, 5BES

Wave2 – My_Major2 : 39SW, 206KN, 40BES (38SW, 254KN)

Loss : 27SW, 223KN

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

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
Wave2 – My_Vargus : 72MSW, 123BES (72MSW, Ballista)
(if using Assassin
if Bears gone :
 Wave2 – My_Vargus : 76MSW, 119AMR (75MSW, Assassin)
if Eagles gone :
 Wave2 – My_Major : 92MSW, 193AMR (91MSW, Assassin))
)

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(1) :170KN

Wave2 – My Vargus : 29SW, 1MSW, 165MMR

Loss : 29SW, 170KN

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) : 180MRK

Wave3 – My Boris : 8MSW, 187MMR

Loss : Ballista, 180MRK, 7MSW

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

Wave1 – Ballista

Wave2 – My Steadfast(2) : 175KN

Wave3 – My Boris : 195MMR

Wave1 – Ballista

Wave2 – My_MMA : 235KN

Wave3 – My_Boris : 195KN (Ballista, 408KN)

Loss : Ballista, 175KN

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 : 1MMR

Wave2 – My Boris : 195MMR

Wave1 – My_Nusala : 1MMR

Wave2 – My_Vargus : 1MMR

Wave3 – My_Anslem : 1MMR

Wave4 – My_Boris : 195MMR (3MMR)

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