

Mission : Unknown Regions
Campaign : Mountain Clan - 2
Version : 27/12-2019

Units needed :

2 debuffs :

2 Assassin, 1 ROA

My Gemini, My Nusala, My Younger Gemini(4), My Steadfast(3), My Medic,
My Maddie, My Boris, My MMA(3), 2 Tavern

2R, 1093B, 108SW, 26MSW, 1213KN, 235AMR, 295MMR, 237BES

3 debuffs :

3 Assassin, 1 ROA

1 My_Major1, 1 My_Major2, 1 My_Vargus, 2 My_Nusala, 1 My_Anslem, 3
My_Medic, 1 My_Maddie, 9 MMA, 7 Tavern, 1 Fast, 6 Any

7R, 1910B, 220Cav, 65M, 677SW, 314MSW, 1882KN, 330AMR, 285MMR,
200BES

Loss :

2 debuffs :

2R, 1093B, 108SW, 26MSW, 1213KN, 1Assa, 1ROFA

3 debuffs :

7R, 1910B, 65M, 677SW, 314MSW, 1882KN, 70AMR

For camp L5 I have included tested loss (ROA)

For camp L13 and L22 I have included max losses (Assassin)

XP : ???

Doing 2-Debuff version – Units needed and lost only fully calculated for that version.

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_Anslam : 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)



**for 2 debuf version 2 trade offeres are needed -
each cost 3 Precious Fur, 200 Carriage, 3000 Woolen Cloth – 1h at lvl 5.**

Blocks are affected by Deep snow / Horseshoe – I use Platinum Horseshoe when blocking.

Sector 1 (map position P1)

Camp 1-L5 *****

If doing 3 debuffs – then landing sector will be needed for block (16-L17) - so place suicide generals with care or you will have to wait for them to recover !!

Camp 1 : 70 Frost Ibex, 40 Frost Fox

My Boris : 195KN

Wave1 – Tavern : 200Cav

Wave2 – Major : 270Knight (200Cav, 113KN)

Loss : 65KN

Camp 2 : 250 Frost Ibex

Assassin (to save MMA suicides)

Wave1 – MMA : 220B

Wave2 – MMA : 220B

Wave3 – MMA : 220B

Wave3 – Major : 175MSW, 95BES (660B, 175MSW)

Loss : Assassin

** sim after Wave2 if 4-wave attack – can save some KN ! **

Camp L3 : 70 Frost Ibex, 50 Frost Fox, 50 Frost Wolf, 1 Enormous Ibex

Wave1 – My Steadfast(1) : 235KN

Wave2 – My Maddie : 11MSW, 25KN, 175BES

Wave1 – My_Medic(1) : 215KN

Wave2 – My_MMA : 170KN

Wave3 – My_Maddie : 140KN, 75BES

Wave1 – MMA : 220KN

Wave2 – MMA : 220KN

Wave3 – MMA : 50KN

Wave4 – Major : 100KN, 170BES (552KN)

Loss : 11MSW, 260KN

Reveals 1st Leather –

Reward 4 obsidian Ore

Camp 4 : 1 Gargantuan Lynx, 30 Frost Ibex, 40 Frost Fox, 40 Frost Wolf, 1 Enormous Ibex

Wave1 – My Steadfast(2) : 180KN

Wave2 – My Gemini : 16MSW, 42KN, 237BES

Wave1 – MMA : 220Cav

Wave2 – My_Maddie : 80MSW, 78KN, 57BES (Major2 : 80-78-127)

maybe - ROA, MMA : 220Cav, My_Major1 : 285SW (max : 220Cav, 171SW)

Loss : 15MSW, 221KN

Reveals 2nd Leather –

Reward 4 obsidian Ore

Camp L5 : 1 Gargantuan Lynx, 130 Frost Ibex, 1 Enormous Ibex

Wave1 – ROFA (some Frost Ibex will survive)

Wave2 – any general : loaded with KN

ROA : (Big bosses may survive) - use simulator (1GL,70FI,1EI – MJ1:105SW,62KN,118BES)

Loss : ROFA

Reveals 3rd Leather –

Reward 4 obsidian Ore

Make Trade Offer in PH/RPH -

Use on Meadhouse in sector 1 and get spikes buff as reward from quest – use it !!

Sector 2 (map position P2)

Camp 6-10 *****

Camp 6 : 200 Frost Fox

My Boris : 195KN

Wave1 – Tavern : 200KN

Wave2 – Major : 270KN (351KN)

Loss : 138KN



Camp 7 : 200 Frost Ibex

Block1 – Tavern : 1R

Camp L8 : 2 Gargantuan Lynx, 100 Frost Wolf

Wave1 – MySteadfast : 195KN, 40BES

Attack1 - not needed

Wave1 – My_Medic(2) : 55SW, 75AMR

Attack1 – My_Major : 100SW, 185AMR

Wave1 – Fast General : 35MSW, 75AMR

Attack1 – Major : 75MSW, 195AMR (1R, 110MSW, 75AMR)

Loss : 1R, 194KN

Reveals 4th Leather –

Reward 4 obsidian Ore

**Send Block1 – followed by Wave1 and Attack1 on Drumbeat
with obsidian horseshoe 1 second margin !!!! -**

Add extra block – place in front of Block1 – and send after sending Block1.

** Not necessary **

**Camp 9 : 100 Frost Fox

**My_Anslem : 120KN, 45BES

**

**Loss : 111KN

Camp 10 : 50 Frost Ibex, 50 Frost Fox, 50 Frost Wolf

Wave1 – My MMA(1) : 30KN

Wave2 – My Boris : 195KN

Wave1 – Tavern : 200KN

Wave2 – Major : 270KN (275KN)

Loss : 60KN

Sector 2 (map position P2)

Camp 11-L13 *****



!! Camp 11 can
be killed – Wave1 – My_Nusala : 125B – Wave2 – My_Major : 285MMR (125B)
!! or Wave1 – Any : 200B (200B)

Better to send Wave1 and Attack1 a little delayed than to fast.

2-wave attack next page.

Camp 11 : 75 Frost Ibex, 125 Frost Wolf

Block1 – Tavern(1) : 1R

Camp 12 : 100 Frost Wolf, 2 Enormous Ibex

Wave1 – My_Gemini : 165KN, 130BES

Loss : 1R, 125KN

Reveals 5th Leather –

Reward 4 obsidian Ore

Send Block1 – followed by Wave 1 on Drumbeat

1-wave attack previous page.

Camp 11 : 75 Frost Ibex, 125 Frost Wolf
Block1 – Tavern : 1R
Camp 12 : 100 Frost Wolf, 2 Enormous Ibex
Wave1 – My_MMA : 130KN
Wave1 – MMA : 160KN (160KN)

Camp 11 : *
Block2 – Tavern : 1R
Camp L12 : *
Attack1 – My_Vargus 65SW, 130BES
Attack1 – Major : 270MSW (224MSW)

Loss : 2R, 63SW, 130KN

Reveals 5th Leather –

Reward 4 obsidian Ore

Send Block1 – followed by Wave 1 on Drumbeat – wait
Send Block2 – followed by Attack1 on Drumbeat

Camp L13 : 1 Gargantuan Lynx, 150 Frost Fox

Wave1 – My Steadfast(3) : 150KN

Wave2 – My Medic : 25SW, 1MSW, 189BES

Wave1 : Assassin

If Gargantuan Lynx killed :

Wave2 – My_Vargus : 105SW, 90BES - Loss : 104SW

Wave2 – Major : 245KN, 25BES (207KN)

If Frost Fox killed :

Wave2 – Anslem : 20SW, 130BES - Loss : 18SW

Wave2 – Major : 26SW, 200BES (25SW)

Loss : 25SW, 150KN

Reveals 6th Leather –

Reward 4 obsidian Ore

Make Trade Offer in PH/RPH

Use on Meadhouse in sector 2 and get Snow Goggles buff as reward from quest – use it !!

Can go to sector 5 without getting 3rd debuff – total sum of losses for whole MCC will about same.

But more Obsidian Ore

Sector 3 (map position P1) (Not needed if you only do 2 debuffs)

Camp 14-L17 *****

Camp 14 : 40 Frost Fox, 50 Frost Wolf
Vargus : 30SW, 150MMR
Major : 270KN (55KN)

Loss : 28SW

Camp 15 : 100 Frost Ibex, 50 Frost Wolf
Wave1 – Any General : 150B
Wave2 – My_Major : 285MMR
Wave1 – Any General : 200B
Wave2 – Major : 270MMR (200B)

Loss : 150B



Camp 16 : 50 Frost fox, 50 Frost Wolf

Block1 – Tavern : 1R

Block2 – Tavern : 1R

Camp L17 : 1 Gargantuan Lynx, 130 Frost Wolf

Wave1 – My_Nusala(1) : 65M, 115B

Attack1 – My_Major : 26SW, 259MMR

Wave1 – MMA : 18MSW, 110AMR

Attack1 – Major : 35MSW, 235MMR (51MSW, 110AMR)

Loss : 55M, 125B, 25SW

Reveals 7th Leather –

Reward 4 obsidian Ore

Send Block1 – then on Drumbeat Wave1, Block2 and Attack1

Or send separate

Sector 3 (map position P3) (Not needed if you only do 2 debuffs)

Camp 18-L22 *****

Camp 18 : 50 Frost Ibex, 75 Frost Fox, 50 Frost Wolf

Wave1 – MMA : 125KN

Wave2 – My_Vargus : 30MSW, 165MMR

Wave1 – Tavern : 200KN

Wave2 – Major : 270KN (336KN)

Loss : 30MSW, 125KN

Camp 19 : 100 Frost Ibex, 50 Frost Fox

Wave1 – MMA : 75KN

Wave2 – My_Vargus : 45MSW, 50AMR, 100MMR

Wave1 – Tavern : 100KN

Wave2 – Major : 200KN, 70BES (241KN)

Loss : 44MSW, 75KN



Camp 20 : 75 Frost Ibex, 75 Frost Fox

Block1 – Tavern : 1R

Camp L21 : 110 Frost Ibex, 75 Frost Fox, 1 Enormous Ibex

Wave1 – MMA : 220KN

Wave2 – MMA : 220KN

Send Block1 – followed by Wave1 and Wave2 on Drumbeat - Wait

Camp 20 : *

Block2 – Tavern : 1R

Camp L21 : *

Attack1 – My_Vargus : 35MSW, 160AMR

Attack1 – Major : 270SW (2R, 440KN, 100SW)

Loss : 2R, 33MSW, 440KN

Reveals 8th Leather –

Reward 4 obsidian Ore

Send Block2 – followed by Attack1 on Drumbeat

(Try ROA and/or Assa then sim)

Camp L22 : 120 Frost Ibex, 60 Frost Wolf, 1 Enormous Ibex

Wave1 – Assassin

If Frost Ibex killed :

Wave2 – My_Major : 150KN, 135BES - Loss : 41KN

If Frost Wolf Killed :

Wave2 – My_Major2 : 245KN, 45BES (185KN)

(Wave2 – My_Major1 : 245KN, 45BES (193KN)

Wave2 – Any : 200KN

Wave3 – My_Vargus : 63MSW, 132BES - Loss : 63MSW, 200KN

Wave3 – Major : 34MSW, 60KN, 180BES (33MSW, 256KN)

If Enormous Ibex Killed :

Wave2 – Any : 140KN

Wave3 – My_Major : 285MMR - Loss : 140KN

Reveals 9th Leather –

Reward 4 obsidian Ore

Make Trade Offer in PH/RPH -

Use on Meadhouse in sector 3 and get Warm Clothes buff as reward from quest – use it !!

Sector 5 (map position P1)

Camp 28-L32 *****

Camp 28 : 650 Karl

Wave1 – My Younger Gemini(1) : 155B

Wave2 – My MMA(2) : 215B

Wave3 – My Nusala : 5SW, 175AMR

Wave1 – My_Vargus : 195B

Wave2 – My_Major2 : 285B

Wave3 – My_Nusala : 5SW, 175AMR (480B, 4SW)

Wave1 – Any : 200SW

Wave2 – Major : 50SW, 220MMR (250SW))

Loss : 370B, 5SW

Camp 29 : 250 Jomsviking, 500 Valkyrie

Wave1 – My Medic(1) : 215B

Wave2 – My MMA(3) : 30B

Wave3 – My Boris : 195MMR

Wave1 – MMA : 220SW

Wave2 – Major : 20MSW, 250MMR (220SW, 20MSW))

Loss : 245B

Camp 30 : 300 Jomsviking, 200 Valkyrie, 100 Berserker

Wave1 – My Medic(2): 215B

Wave2 – My Younger Gemini(2) : 155B

Wave3 – My Nusala : 1MSW 179AMR

Wave1 – MMA : 175SW

Wave2 – My_Nusala : 50MSW, 220MMR (175SW, 49MSW))

Loss : 370B

Camp 31 : 200 Housecarl, 800 Valkyrie

Wave1 – My Younger Gemini(3) : 50B

Wave2 – My Boris : 195MMR

Wave1 – My_MMA : 180B (!! Use My_Nusala : 105B - if doing 2 debuffs)

Wave2 – My_Boris : 195MMR - or My_Gemini : 295MMR

Wave1 – Any General : 185SW

Wave2 – Major : 270MMR (185SW)

Loss : 50B

Camp L32 : 300 Jomsviking, 200 Valkyrie, 1 Bandit Lord Björn

Wave1 – My Younger Gemini(4) : 50B

Wave2 – My Gemini : 60SW, 235AMR

Wave1 – My_Nusala(2) : 180B

Wave2 – My_Major : 60SW, 225AMR (with 3 defuffs : 55SW, 230AMR)

Wave1 – MMA : 220SW

Wave2 – MMA : 40SW

Wave2 – My_Major : 45MSW, 225MMR

Loss : 50B, 59SW

Details of block timing ::

Times are as they would be without any time-buffs.

Block 1 from P2

Camp 7-L8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 7		60 sec	20 sec	82 sec	Attack L8
Wave1 - L8	63 sec	68 sec	10 sec		
Kill - L8	68 sec	73 sec (78)	??		78 sec
				Min : 82 sec	Max : 78 sec

with obsidian horseshoe 1 second margin !!!! - maybe add 10 or 20 sec extra block

Block 2 from P2

Camp 11-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 11(1)		34 sec	20 sec	54 sec	Wave1 - L12
Wave1 - L12	37 sec	39 sec	??		39
Block 11(2)		40	20 sec	60 sec	Attack - L12
Kill - L12	43 sec	45 sec (78)	??		45 sec
				Min : ??	Max : ??

Better to send Wave1 and Attack1 a little delayed than to fast.