

Mission : Wild Mary

Version : 27/9-2019

Units needed :

1 My Gemini, 1 My Anslem, 1 My Nusala, 1 My Vargus, 2 MMA, 3 Tavern
540R, 140B, 52M, 360Cav, 186S, 326E 249Cannon

Loss :

540R, 140B, 52M

XP :

Skills on My ... generals :

(24/9-2019)

--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_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)



Sector 1 (map position P1)

Camp 1-L5 *****

Camp 1 : 60 Thug, 70 Stone Thrower

My Vargus : 26R, 1E, 168Cav

Loss : 26R

Camp 2 : 100 Thug, 70 Stone Thrower

My Vargus : 41R, 1E, 153Cav

Loss : 41R



Camp 3 : 80 Thug, 30 Guard Dog, 70 Stone Thrower

Block1 - Tavern : 16E, 184Cav

Camp L4 : 80 Thug, 50 Guard Dog, 50 Ranger

Attack1 – My Vargus : 39R, 1E, 155Cav

Loss : 39R

Send Block1 – then Attack1 on Drumbeat

Sector 3 (map position P2)

Camp 5-L7 *****



Camp 5 : 100 Roughneck, 50 Ranger
Block1 – Tavern : 2R, 39E, 158Cav

Camp 6 : 30 Guard Dog, 70 Roughneck, 80 Ranger
Block2 – Tavern : 22E, 178Cav

Camp L7 : 50 Guard Dog, 100 Roughneck, 50 Ranger
My Anslem : 84R, 1E, 80Cannon

Loss : 84R

Send Block1 – then Block2 and Attack1 on drumbeat

Sector 2 (map position P3)

Camp 8-L10 *****



Camp 8 : 90 Thug, 30 Guard Dog, 70 Ranger

Block1 – Tavern : 1R, 1M, 46S, 120Cav

Camp 9 : 100 Thug, 100 Ranger

Block2 – Tavern : 50S, 150Cav

Camp L10 : 80 Roughneck, 70 Ranger

Attack1 – My Vargus : 34R, 1E, 90Cav, 70Cannon

Loss : 34R

Send Block1 – then on drumbeat Block2

when Block2 has passed X (where Block2 makes left turn) send Attack1

Sector 4 (map position P4)

Camp 11-L15 *****

Camp 11 : 100 Roughneck, 100 Ranger

My Nusala : 79R,1E, 100Cannon

Loss : 79R



Camp 12 : 180 Roughneck

Block1 – Tavern : 1R, 1S, 145E, 32Cav

Camp 13 : 40 Guard Dog, 100 Roughneck, 60 ranger

Block2 – Tavern : 62E, 138Cav

Camp 14 : 100 Guard Dog, 100 Roughneck

Block3 – Tavern : 118E

Camp L15 : 130 Roughneck, 70 Ranger

Attack1 – My Gemini : 103R, 1E, 90Cav, 101Cannon

Loss : 103R

Send Block1 – then on drumbeat Block2 and Attack1

Sector 5 (map position P5)

Camp 16-L21 *****

Camp 16 : 20 Guard Dog, 130 Roughneck, 50 Ranger

Wave1 – My Charge MMA : 1R

Wave2 – My Vargus : 59R, 1E, 20Cav, 115Cannon

loss : 60R

Camp 17 : 80 Roughneck, 120 Ranger

My Major2 : 54R, 1E, 212C, 18Cannon

Loss : 54R



Camp 18 : 200 Roughneck
Block1 – Tavern : 1R, 191S

Camp 19 : 30 Guard Dog, 80 Roughneck, 70 Ranger
Block2 - Tavern : 6R, 43E, 122Cav

Camp 20 : 140 Roughneck, 60 Ranger
Block3 - Tavern : 90E, 110Cav

Camp L21 : 1 Wild Mary, 40 Guard Dog, 100 Roughneck, 60 Ranger
Wave1 – My Nusala : 20R, 140B
Wave2 – My Gemini : 52M, 1E, 242Cannon
Position Attack1 not used

Loss : 20R, 140B, 52M

Send Block1 then on drumbeat Block2, Block3 and Wave1 – then Wave2 following close after Wave1.

Details of block timing ::

Block 1 from P1

Camp 3-L4	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		96sec	140-180sec	236sec	
Attack1	106	144	30sec		174sec
				Min : 236 sec	Max : 174 sec

Block 2 from P2

Camp 5-L7	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		113sec	160-280 sec	273sec	
Block2	116sec	177sec	160-240sec	337sec	
Attack1	190sec	229sec	20sec		249sec
				Min : 273sec	Max : 249sec

Block 3 from P3

Camp 8-L10	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		90sec	140-260 sec	230sec	
Block2	96sec	141sec	120sec	261sec	
Attack1	147sec	196sec	20 sec		216sec
				Min : 230 sec	Max : 216 sec

2/100000 risk of Block1 lasting 120sec

Block 4 from P4

Camp 12-L15	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		149sec	180-360 sec	329sec	
Block2	152sec	210sec	160-220sec	370sec	
Block3	217sec	255sec	160-280sec	415sec	
Attack1	261sec	296sec	20 sec		316sec
				Min : 309sec	Max : 316sec

2/100000 risk of Block1 lasting 160sec

Block 5 from P5

Camp 15-L18	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		93sec	160-340sec	253sec	
Block2	96sec	125sec	140-320sec	265sec	
Block3	128sec	166sec	160-360sec	326sec	
Wave1	169sec	207sec	20sec		
Wave2			30sec		257sec
				Min : 253sec	Max : 257sec

6/10000 risk of Block1 Lasting 160sec

1/100000 risk of Block2 Lasting 140sec