

Mission : The end of the World

Version : 5/3-2021

Units needed :

My Loner, My Ghost, My Younger Gemini, My Bearded, My Vargus and 2 Tavern

283R, 190Cav, 190Xbow and 335E

!! extra Cav, E and Xbow for speed !!

* Loner, Frosty and Nusala

* 591R, 422B, 131X 185S/168E, 0S/335E

Loss :

57R (tested (after first-aid) : 32R)

* 395R, 214B (tested : 55R, 184B)

XP :

(event : 27K)

Only 6 different camps – if you want to use other generals, you just have to sim these 6 camp types.

30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)

30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)

50 Tribesman, 50 Shaman (Z3)

100 Jaguar Warrior (Z4)

50 Shaman, 100 Jaguar Warrior (Z5)

40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

Z1 : My_Vargus : 4R, 1E, 80Cav, 110Xbow

Z2 : My_Vargus : 4R, 1E, 60Cav, 130Xbow

Z3 : My_Younger_Gemini : 1R

Z4 : My_Bearded : 175Xbow

Z5 : My_Frosty : 3R, 202E

Z6 : My_Vargus : 4R, 1E, 140Cav, 50Xbow

Z1 : Frosty : 190R

Z2 : Loner : 8R, 1E, 90B, 131Xbow

Z3 : Loner : 230R / Nus : 165R

Z4 : Loner : 230B

Z5 : Frosty : 4R, 186S / Loner : 230B

Z6 : Loner : 15R, 215B

Skills on My ... generals :

(4/2-2021)

- 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)
- My_Cloaked : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 3 Unstoppable Charge, 3 Battle Frenzy, 1 Flesh wound, 3 Garrison Annex, Master Planner (21)
- My_Tremble_Beard : 3 Jog, 3 First Aid, 3 Rapid Fire, 2 Sniper training, 3 Unstoppable Charge, 3 Fast Learner, 3 Garrison Annex, 1-Up (21)
- My_Ghost : 3 Jog, 3 First Aid, 3 Overrun, 1 Navigation, 3 Unstoppable Charge, 2 Battle Frenzy, 3 Garrison Annex, 2 Weekly Maintenance, Master Planner (21)
- My_Frosty : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 3 Unstoppable Charge, 2 Battle Frenzy, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)
- My_Loner : 3 Jog, 3 First Aid, 3 Rapid Fire, 3 Sniper Training, 2 Overrun, 3 Unstoppable Charge, 3 Garrison Annex, Master Planner (21)



Sector 1 (map position P1)

Camp 27 : 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)

My Vargus : 4R, 1E, 80Cav, 110Xbow

Nusala : 3R, 1E, 161B (3R, 14B)

Loner : 8R, 1E, 221B (9R, 13B)

Frosty : 190R (18R)

Loss : 4R



Camp 21 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)
Block 1 – Tavern : 167E

Camp 16 : 50 Tribesman, 50 Shaman (Z3)

Attack 1 – My Younger Gemini : 1R

Attack 1 – My_Vargus : 4R, 1E, 190Cav

Attack 1 – Loner : 230R (24R)

Attack 1 – Frosty : 29R, 161E (29R)

Loss : -

Send Block 1 then Attack 1 on drumbeat

26 – 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)

19 – Jaguar Warrior (Z4)

14 – 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)

Sector 2 (map position P1)

Camp 28 : 100 Jaguar Warrior (Z4)

My Bearded : 175Xbow

Loner : 230Bows (0) (Send on 22)

Loss : -

Camp 22 : 50 Shaman, 100 Jaguar Warrior (Z5)

My Frosty : 3R, 202E

Loner : 230B (22B)

Loss : 3R

Camp 18 : 40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

My Vargus : 4R, 1E, 140Cav, 50Xbow

Loner : 15R, 215B (14R, 18B)

Loss : 4R

Camp 17 : 40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

My Vargus : 4R, 1E, 140Cav, 50Xbow

Loner : 15R, 215B (14R, 18B)

Loss : 4R

Camp 15 : 40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

My Vargus : 4R, 1E, 140Cav, 50Xbow

Loner : 15R, 215B (14R, 18B)

Loss : 4R

Sector 3 (map position P2)

Camp 31 : 50 Tribesman, 50 Shaman (Z3)

My Younger : 1R

Loner : 230R (24R)

Loss : -

Camp 35 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)

My Vargus : 4R, 1E, 60Cav, 130Xbow

Loner : 8R, 1E, 90B, 131Xbow (8R, 13B)

Loss : 4R

Camp 32 : 100 Jaguar Warrior (Z4)

My Bearded : 175Xbow

Loner : 230B (0)

Loss : -

Camp 38 : 50 Shaman, 100 Jaguar Warrior (Z5)

My Frosty : 3R, 202E

Loner : 230B (22B)

Loss : 3R

Camp 41 : 40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

My Vargus : 4R, 1E, 140Cav, 50Xbow

Loner : 15R, 215B (14R, 18B)

Loss : 4R

Camp 34 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)

My Vargus : 4R, 1E, 60Cav, 130Xbow

Loner : 8R, 1E, 90B, 131Xbow (8R, 13B)

Loss : 4R

Sector 4 (map position P3)

Camp 37 : 50 Shaman, 100 Jaguar Warrior (Z5)

My Frosty : 3R, 202E

Frosty : 4R, 186S (4R)

Loss : 4R

Camp 39 : 40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

My Vargus : 4R, 1E, 140Cav, 50Xbow

Loner : 15R, 215B (14R, 18B)

Loss : 4R

Camp 40 : 40 Tribesman, 40 Shaman, 40 Jaguar Warrior (Z6)

My Vargus : 4R, 1E, 140Cav, 50Xbow

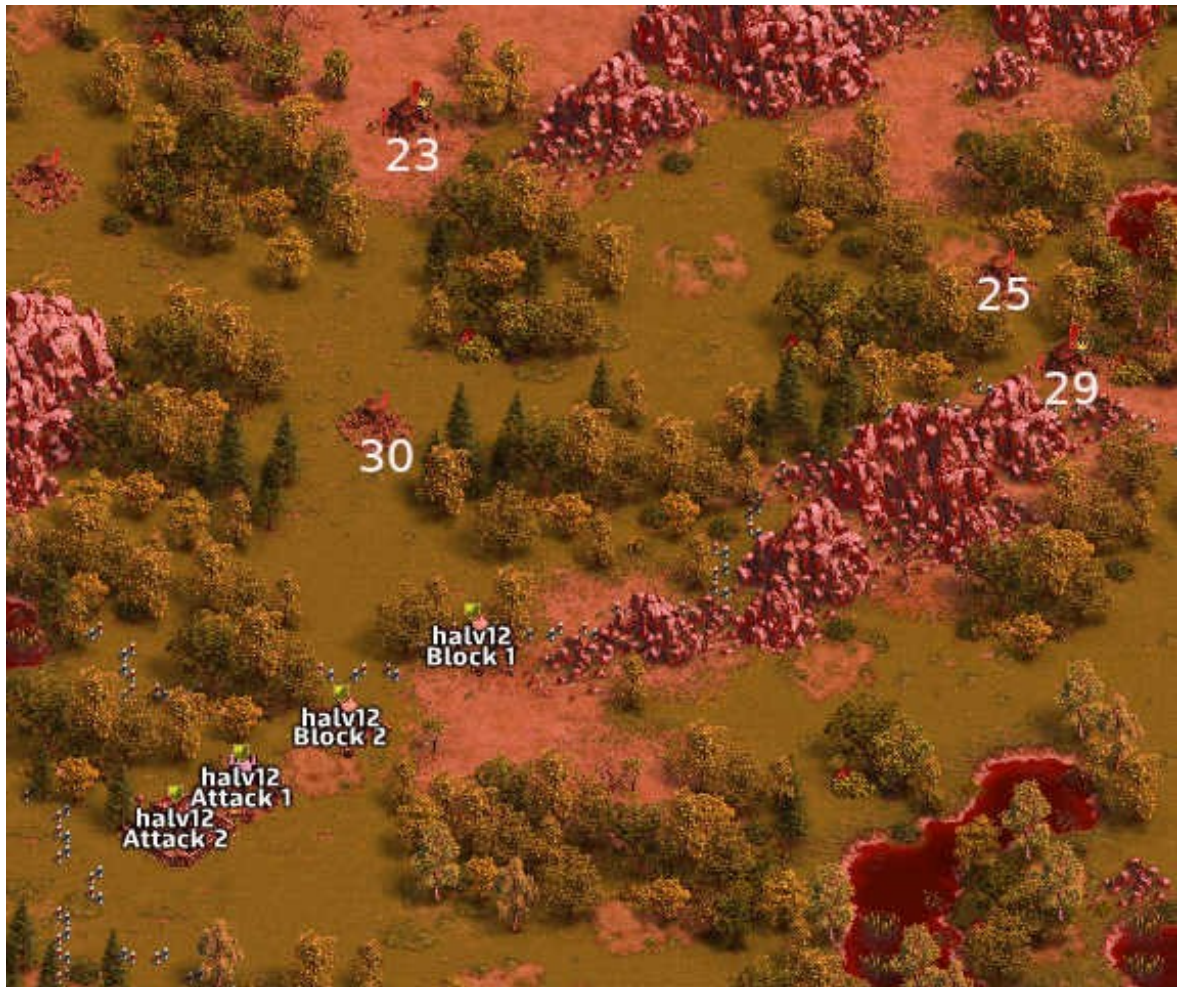
Loner : 15R, 215B (14R, 18B)

Loss : 4R

36 : 50 Shaman, 100 Jaguar Warrior (Z5)

33 : 50 Shaman, 100 Jaguar Warrior (Z5)

Sector 5 (map position P4)



Camp 30 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)
Block 1 – Tavern : 167E

Camp 23 : 50 Shaman, 100 Jaguar Warrior (Z5)
Attack 1 – My Vargus : 4R, 1E, 60Cav, 130Xbow
Attack 1 – Loner : 230B (22B)

Camp 25 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)
Block 2 – Tavern : 167E / 185S

Camp 29 : 50 Shaman, 100 Jaguar Warrior (Z5)
Attack 2 – My Frosty : 3R, 202E
Attack 2 – Frosty : 4R, 186S (4R) (or mix of R, S, E)

loss : 7R

Send Block 1 then Attack 1, Block 2 and Attack 2 on drumbeat

24 : 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)
20 : 100 Jaguar Warrior (Z4)

Sector 6 (map position P5)



Camp 10 : 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)
Block 1 – Tavern : 98E

Camp 2 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)
Block 2 – Tavern : 167E / 185S

Camp 1 : 50 Tribesman, 50 Shaman (Z3)
Attack 1 – My Vargus : 4R, 1E, 190Cav
Attack 1 – Loner : 230R (24R)

Loss : 4R

Send Block 1 then Block 2 and Attack 1 on drumbeat

12 : 50 Shaman, 100 Jaguar Warrior (Z5)
7 : 50 Shaman, 100 Jaguar Warrior (Z5)

Sector 7 (map position P6)



Camp 9 : 30 Tribesman, 30 Shaman, 100 Jaguar Warrior (Z2)
Block 1 – Tavern : 167E

Camp 5 : 50 Tribesman, 50 Shaman (Z3)
Attack 1 – My Vargus : 4R, 1E, 190Cav
Attack 1 – Loner : 230R (24R)

Loss : 4R

Send Block 1 then Attack 1 on drumbeat

8 : 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)
13 : 100 Jaguar Warrior (Z4)

Sector 8 (map position P7)

New picture



Camp 3 : 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)
Block 1 – Tavern : 98E

Camp 0 : 50 Tribesman, 50 Shaman (Z3)
Attack 1 – My_Vargus : 4R, 1E, 190Cav
Attack 1 – Loner : 230R (24R)

Camp 11 : 50 Tribesman, 50 Shaman (Z3)
Attack 2 – My_Ghost : 230R (21R)
My_Vargus : 4R, 1E, 190Cav
Nusala : 165R (21R)

loss : 25R

Send Block 1 then Attack 1 and Attack 2 on drumbeat

4 : 100 Jaguar Warrior (Z4)
6 : 30 Tribesman, 30 Shaman, 50 Jaguar Warrior (Z1)

Details of block timing ::

Block 1

| Camp 5-L6 | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 1 - 21 | | 73 sec | 100+ sec | 173 sec | |
| Attack 1 - 16 | 76 sec | 141 sec | 20 sec | | 161 sec |
| | | | | Min : 173 sec | Max : 161 sec |

Block 2

| Camp 7-L11 | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|-------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 1 - 30 | | 47 sec | 120+ sec | 167 sec | |
| Attack 1 - 23 | 50 sec | 125 sec | 20 sec | | 145 sec |
| Block 2 - 25 | | 93 sec | 100+ sec | 193 sec | |
| Attack 2 - 29 | 96 sec | 121 sec | 20 sec | | 141 sec |
| | | | | Min : 167 sec | Max : 145 sec |

Block 3

| Camp 12-L17 | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|--------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 1 - 10 | | 57 sec | 120+ sec | 177 sec | |
| Block 2 - 2 | 60 sec | 121 sec | 100+ sec | 221 sec | |
| Attack 1 - 1 | 128 sec | 136 sec | 20 sec | | 156 sec |
| | | | | Min : 177 sec | Max : 156 sec |

Little risk of block 1 lasting only 100 sec

Block 4

| | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|--------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 1 - 9 | | 37 sec | 100+ sec | 137 sec | |
| Attack 1 - 5 | 40 sec | 88 sec | 20 sec | | 108sec |
| | | | | Min : 137 sec | Max : 108 sec |

Block 5

| Camp 12-L17 | To Intercept walk | To Fight start walk | Fight duration | Total Fail Time | Total Kill Time |
|--------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 1 - 3 | | 47 sec | 120+ sec | 167 sec | |
| Attack 1 - 0 | 50 sec | 108 sec | 20 sec | | 128 sec |
| Attack 2 - 11 | 65 sec | 113 sec | 20 sec | | 133 sec |
| | | | | Min : 167 sec | Max : 133 sec |