

## **Mission : Snow White – 5**

**Version : 30/9-2019**

### **Units needed :**

1 My Major1, 1 My Major2, 1 My Anslem, 1 My Vargus, 2 My Nusala, 3 My MMA, 2 My Medic, 1 My Boris, 1 Tavern  
1R, 700B, 422SW, 124MSW, 144KN, 150AMR, 285MMR, 90BES

**Loss :** 1R, 700B, 422SW, 62MSW, 129KN

**XP :** 115,811

## **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-L3 \*\*\*\*\*

Camp 1 : 150 Wolf Packleader, 200 Fox

My Vargus : 50SW, 145MMR

Major : 180KN, 90BES (98KN)

Loss : 50SW



Camp 2 ( Trap ) : 150 Fox

Block1 – Tavern : 73MSW

Camp L3 : 150 Boar, 100 Wolf Packleader, 150 Giant

Wave1 – My MMA : 150B

Wave2 – My Gemini : 150AMR 145MMR

Wave1 – Fast : 150 B

Attack1 – Major : 35MSW, 45AMR, 190MMR (34MSW)

Send Block1 followed by Wave1 and Attack1 on drumbeat

Loss : 150B

## Sector 2 ( map position P2 )

### Camp 4-L5 \*\*\*\*\*



Camp 4 : 150 Wolf Packleader, 150 Fox

Block1 – Tavern : 155MSW, 35MMR

Camp L5 : 100 Boar, 150 Wolf Packleader, 150 Giant

Wave1 – My MMA : 100B

Attack1 – My Gemini : 150AMR, 145MMR

Attack1 – Major : 45MSW, 15AMR, 210MMR (44MSW)

**Send Block1 then Wave1 and Attack1 on drumbeat**

**Block is safe – intercept-point for Wave1 is on entering next sector.**

If 1-wave attack send attack general from wave1 position

Loss : 100B

## Sector 3 ( map position P3 )

### Camp 6-L7 \*\*\*\*\*

Camp 6 : 200 Royal Recruit, 100 Royal Bowman

My Boris : 195MMR

My\_Major : 285MMR

Major : 38MSW, 232MMR ( 37MSW )

Loss : -

Camp L7 : 100 Royal Recruit, 150 Royal Militia, 1 Royal Huntsmen Leader

Wave1 – My Medic(1) : 200B

Wave2 – My Gemini : 40SW, 1MSW, 254MMR

Wave1 – Any General : 100B

Wave2 – Major : 51MSW, 219MMR (100B,51MSW)

Loss : 200B, 40SW

## Sector 4 ( map position P4 )

### Camp 8-L9 \*\*\*\*\*

Camp 8 : 150 Royal Recruit, 125 Royal Militia

Wave1 – My\_Nusala(1) : 150B

Wave2 – My\_Boris : 195MMR

Wave1 – My\_Nusala(1) : 180B

Wave2 – My\_Major : 285MMR ( 180B )

Major : 38MSW, 232MMR (38MSW)

Loss : 150B

Camp L9 : 100 Royal Militia, 150 Royal Longbowman, 150 Royal Cavalry, 1 Assassin

Wave1 – My\_Anslem : 150SW

Wave2 – My\_Major2 : 105SW, 130KN, 50BES ( or My\_Gemini )

Wave1 – MMA : 220SW

Wave2 – Major : 72MSW, 108KN, 90BES (220SW, 71MSW, 70KN)

Loss : 254SW, 54KN

### Collect 8 Glowing Herbs

### Collect 2 Stinky Mushrooms

### In PH/RPH produce

2 "Stinky" Bug spray – price 500 wheat, 250 water, 2 glowing herbs, 1 stinky mushroom each

4 "Shiny" Bug spray – price 700 wheat, 250 water, 1 glowing herb each

1 "Elaborate" Bug spray – price 700 Saltpeter, 500 water, 1500 wheat each

**IF YOU USE WRONG SPRAY ON DWARFS HOUSES YOU WILL HAVE TO MAKE AND USE "ELABORATE" SPRAY !!!!!!!**

1 Swarm of Venemous Spiders - can only be killed by "Elaborate" Bug spray

2 Swarm of Poisonous Slugs – Can be killed by "Stinky" and "Elaborate" bug spray

4 Swarm of Toxic Beetles – Can be killed by any of the bug sprays.

Use "Elaborate" Bug spray on "A"

Use "Stinky" Bug spray on "B"

Use "Shiny" Bug spray on "C"

## Sector 5 ( map position P5 )

### Camp 10-L15 \*\*\*\*\*

Camp 10 : 150 Royal Militia, 150 Royal Bowman

My Boris : 195MMR

Wave1 – My\_Medic(2) : 30B

Wave2 – My\_Major : 285MMR ( 30B )

Major : 61MSW, 209MMR (61MSW)

Loss : -

Camp 11 : 150 Royal Militia, 100 Royal Cannoneer

Wave1 – My MMA : 90B

Wave2 – My Gemini : 100AMR, 195MMR

Wave1 – Any General : 100B

Wave2 – Major : 32MSW, 238MMR (100B, 32MSW)

Loss : 90B

Camp L12 : 100 Royal Recruit, 100 Royal Militia, 150 Royal Cavalry, 1 Cudgel Claus

My Gemini : 70SW, 135KN, 90BES

Major : 52MSW, 148KN, 70BES (51MSW, 148KN)

Loss : 70SW, 75KN





Camp 13 : 100 Royal Recruit, 200 Royal Militia

Block1 – Tavern : 1R

Kill – Major : 65MSW, 205MMR (65MSW)

Camp L14 : 150 Royal Recruit, 150 Royal Militia, 1 Dark Magician

Attack1 – My Gemini : 60MSW, 235MMR

Major : 125MSW, 145MMR (125MSW)

**Send Tavern1 (against Camp L14 – will be intercepted) then send Attack1 on drumbeat**

Loss : 59MSW

Camp L15 : 100 Royal Militia, 150 Royal Longbowman, 1 The Evil Stepmother

Wave1 – My Nusala(2) : 10B

Wave2 – My Gemini : 8SW, 287MMR

Wave1 – MMA : 220B

Wave2 – Major : 10MSW, 260MMR (220B, 10MSW)

Loss : 10B, 8SW

## Details of block timing ::

Block from P1

| <b>Camp 2-L3</b> | <b>To Intercept walk</b> | <b>To Fight start walk</b> | <b>Fight duration</b> | <b>Total Fail Time</b> | <b>Total Kill Time</b> |
|------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 6          |                          | 89 sec                     | 140 sec               | 229 sec                |                        |
| Kill L9          | 96 sec                   | 121 sec                    | 10+30 sec             |                        | 161 sec                |
|                  |                          |                            |                       | Min : 189 sec          | Max : 161 sec          |

Block from P2

| <b>Camp 4-L5</b> | <b>To Intercept walk</b> | <b>To Fight start walk</b> | <b>Fight duration</b> | <b>Total Fail Time</b> | <b>Total Kill Time</b> |
|------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 6          |                          | 70 sec                     | 140 sec               | 210 sec                |                        |
| Kill L9          | 73 sec                   | 125 sec                    | 10+20 sec             |                        | 155 sec                |
|                  |                          |                            |                       | Min : 210 sec          | Max : 155 sec          |

Block from P5

| <b>Camp 4-L5</b> | <b>To Intercept walk</b> | <b>To Fight start walk</b> | <b>Fight duration</b> | <b>Total Fail Time</b> | <b>Total Kill Time</b> |
|------------------|--------------------------|----------------------------|-----------------------|------------------------|------------------------|
| Block 6          |                          | 149 sec                    | 20 sec                | 169 sec                |                        |
| Kill L9          | 152 sec                  | 164 sec                    | xxx                   |                        |                        |
|                  |                          |                            |                       | Min : 169 sec          | Max : 164 sec          |