

Mission : The Valiant Little Tailor

Version : YG - 20/11-2019

Units needed :

My Gemini, Younger Gemini(3+1?), My Anslem, My Nusala(2), My Vargus,
My MMA(5), My Boris, My Maddie, My Medic(2) and 1 Tavern
2073, 1040B, 285Cav, 99S, 160Xbow, 153E and 152Cannon
!! extra Tavern, Cav, E and Cannon for speed !!

Loss :

2073, 1040B

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Major Solution : Units needed :

Major, 5 MMA, Veteran, 1 Tavern and 7 Any General
2865R, 1361B, 216M, 270Cav, 550LB, 132S, 175Xbow, 153E and 227Cannon

Loss :

2865R, 1361B, 216M, 550LB, 53S

(if no Veteran then + 1 MMA, -140R, +20B, -50LB, +136M, -20S)

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-L6 *****

Camp 1 : 100 Boarm 30 Fox

My Anslem : 56R, 1E, 108Cannon

Major : 125R, 1E, 144 Cannon (125R)

Loss : 56R

Camp 2 : 120 Wolf

Younger Gemini : 20R

My_Boris : 40R, 1E, 154Cav

Major : 86R, 1E, 183Cav (86R)

Loss : 40R

Camp 3 : 130 Boar, 30 Wolf

My Gemini : 130R, 85Cav, 80Cannon

Major : 125R, 75B, 70Cannon (125R, 75B)

Loss : 130R

Camp 4 : 90 Wolf, 90 Fox

Younger Gemini : 155B (90% chance of success – if fail kill rest wolf's with cavalry)

My_Anslem : 109M, 56Cannon

Major : 211B, 59Cannon (211B)

Loss : 140B



Camp 5 : 120 Boar, 30 Fox
Block1 – Tavern : 50Cav, 99S, 50E

Camp L1 : 80 Boar, 60 Fox, 1 Giant Bogor, 1 Giant Gogor
Wave1 – My Nusala : 145B

Attack1 – My Gemini : 95R, 200Cannon

Attack1 – My Maddie : 80R, 1E, 134Cannon

Wave1 – MMA : 220B

Attack1 – Major : 29M, 33S, 1E, 207Cannon (220B, 29M, 33S (risk of 8Cannon))

Send Block1 then wave1 and Attack1 on drumbeat

Loss : 145B, 95R

Sector 2 (map position P2)

Camp 7-L11 *****

Camp 7 : 170 Boar

Wave 1 – My MMA : 60B

Wave 2 – My Anslem : 92R 1E, 72Cannon

Wave 1 – Any General : 110R

Wave 2 - Major 137R, 1E, 132 Cannon (247R)

My_Gemini : 160R, 135Cannon

Loss : 92R, 60B

Camp 8 : 90 Boar, 60 Wolf

My Gemini : 100R, 1E, 144Cav, 50Cannon

Major : 148R, 1E, 121Cannon (148R)

Loss : 100R

Camp 9 : 180 Boar

My Gemini : 191R, 1E, 103Cannon

Wave 1 – My_MMA : 100B

Wave 2 – My_Anslem : 86R, 1E, 78Cannon

Wave 1 – Any General : 140B

Wave 2 – Major : 129R, 1E, 140Cannon (129R, 140B)

Loss : 191R



Camp 10 : 100 Boar, 60 Fox
Block1 – Tavern : 49Cav, 151E

Camp L11 : 50 Boar, 80 Wolf, 60 Fox, 1 Unicorn
Wave1 – Younger Gemini(1) : 15R
Attack1 – My Gemini : 60R, 1E, 34Cav, 200Cannon
 Wave1 - My_MMA : 200R
 Attack1 – My major : 142R, 1E, 152Cannon
 Wave 1 – MMA : 220R
 Attack1 – Major : 154R, 1E, 115Cannon (374R)

Send Block1 - then Wave1 and Attack1 on drumbeat

Loss : 75R

Sector 3 (map position P3)

Camp 12-L17 *****

Camp 12 : 60 Wolf, 140 Fox

My Anslem : 114R, 51Cannon

My_Gemini : 130M, 165Cannon

Major : 137M, 133Cannon (137M)

Loss : 114R

Camp 13 : 40 Bear, 60 Fox

My Anslem : 86R, 79Cannon

Younger_Gemini : 105R

Major : 149R, 1E, 120Cannon (149R))

Loss : 86R

Camp 14 : 50 Bear, 80 Wolf

Wave 1 - My Medic(1) : 170B

Wave 2 – My Boris : 195Cav

Wave 1 - Any General : 200B

Wave 2 – Major : 43R, 1E, 226Cav (43R, 200B)

My_Gemini : 189R, 1E, 105Cannon

Loss : 170B

Camp 15 : 160 Fox

My Anslem : 39R, 126Cannon

Younger_Gemini : 120R

Major : 60R, 50M, 140Cannon (60R, 50M)

loss : 39R



Camp 16 : 190 Wolf

Block1 – Tavern : 94Cav, 106E

Camp L17 : 50 Bear, 69 Wolf, 80 Fox, 1 Furious Boar

Wave1 – Younger Gemini(2) : 125R

Attack1 – My Anslem : 99R,1E, 65Cannon

Attack1 – My_Gemini : 120R, 1E, 174Cannon

Wave1 – My_MMA : 80B, 155LB (Veteran : 80B, 170LB)

Attack1 – My_Anslem : 110R, 55Cannon

Wave1 – Veteran : 80B, 170LB

Attack1 – Major : 140R, 20S, 110Cannon (140R, 80B, 170LB, 20S)

Wave1 - MMA : 100B, 120LB

Attack1 – Major : 136M, 134Cannon (100B, 120LB, 136M)

Send Block1 - then Wave1 and Attack1 on drumbeat

Loss : 224R

Sector 4 (map position S4)

Camp 18-L25 *****

Camp 18 : 80 Royal Recruit, 60 Royal Bowman

My Boris : 120R, 75Cannon (My Nusala : 120R, 60Cannon)

Major : 136R, 1E, 133Cannon (136R)

Loss : 120R

Camp 19 : 50 Royal Militia, 60 Royal Longbowman

Wave 1 – My Medic(2) : 195B

Wave 2 - My Boris : 195Cav

Wave 1 – My_Medic : 190B

Wave 2 – Younger_Gemini : 30R

Wave 1 – MMA : 220B

Wave 2 – Major : 140R, 130Cav (140R, 220B)

Loss : 195B

Camp 20 : 60 Royal Militia, 30 Royal Cannoneer

Wave 1 – My MMA : 20B

Wave 2 – My Major : 124R, 1E, 160Xbow

My_Gemini : 15R, 85M, 195Xbow

Wave 1 – Any General : 120R

Wave 2 – Major : 94R, 1E, 175Xbow (214R)

Loss : 124R, 20B

Camp 21 : 120 Royal Longbowman

Younger Gemini : 100B

My_Nusala : 145B (all dead = won)

Wave 1 – Any General : 175B

Wave 2 – Major : 270Cav (175B)

Loss : 100B

Camp 22 : 170 Royal Recruit

My Gemini : 159R, 1E, 135Cannon (My Major : 184R, 1E, 100Cannon)

Wave 1 – Any General : 100R

Wave 2 – Major : 150R – 120Cannon (250R)

Loss : 159R

Camp 23 : 150 Royal Bowman, 30 Royal Cavalry
My Gemini : 177R, 1E, 117Cannon (My Major : 190R, 1E, 94Cannon)
Major : 219R, 1E, 50Cannon (219R)

Loss 177R

Camp 24 : 30 Royal Militia, 80 Royal Longbowman, 40 Royal Cavalry
Wave1 – Younger Gemimi(3) : 140R
Wave2 – My Gemini : 20R, 275Cav
Wave1 – My_Vargus : 40B, 155LB
Wave2 – My_Anslem : 165R
Wave 1 - MMA : 40B, 160LB
Wave 2 – Major : 270R (180R, 40B, 160LB)

Loss : 160R

** Time to call lootspotters -
** Ask them to attack Camps A or B –
** if attacking camp A – use MMA (Nusala or Vargus) with 1R or any general and 10 Cavalry
** if attacking camp B – any general (Except MoD (use 6r)) with 1R will do

Camp L25/RR : 60 Royal Militia, 80 Royal Longbowman, 40 Royal Cavalry, 1 Evil King
Wave 1 – My Nusala : 180B
Wave 2 – My Boris : 30B
Wave 3 – My Anslem : 91R, 74Cannon
Wave 2 – My_Gemini : 130R, 5M, 160Cannon (My_Anslem : 75M, 90 Cannon)
Wave1 – My_Nusala : 40B, 140LB
Wave2 – My_Gemini : 125R 170Cannon
Wave 1 – Any General : 200B
Wave 2 – MMA : 220LB
Wave 3 – Major : 100R, 170Cannon (100R, 200B, 220LB)

Loss : 210B, 91R

Details of block timing ::

Block from P1

Camp 5-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 5		274 sec	120-240 sec	394 sec	
Kill L6	277 sec	306 sec	90 sec		396 sec
				Min : 394 sec	Max : 390 sec

Block from P2

Camp 7-L11	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 7		238 sec	120-220 sec	358 sec	
Kill L11	245 sec	280sec	60 sec		340sec
				Min : 358 sec	Max : 340 sec

Block from P3

Camp 12-L17	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 12		255 sec	120-200 sec	375 sec	
Kill L17	257 sec	290sec	70 sec		360sec
				Min : 375 sec	Max : 360 sec