

Desperate Rich

Map is from TSOWIKI.EU combat simulator.

Tavern generals only – 2 versions :

A: Mainly Recruit losses

B: Mainly Soldier losses

Needed and (max loss) :

A: 1250R (1236) - 260S (164) - 200Cav (75) - 118LB

B: 350R (332) - 680S (590) - 200Cav - 75LB



From landing position – Sector 1:

Camp 1 :

A: 23R, 177Cav (23R)

B: 12S, 188Cav (12S)

Camp 2(trap) and 3: - Send attack on camp3 - camp 2 will intercept

A: 8R, 192Cav – (8R)

B: 4S, 196Cav - (4S)

Camp 4:

A: 18R, 182Cav (18R)

B: 10S, 190Cav (10S)

Camp5(trap):

A: 8R, 192Cav (8R)

B: 4S, 196Cav (4S)

Camp6(leader):

A and B: 200S (71S)

From sector1 – Sector 2:

Camp 7:

A: 23R, 177S (23R)

B: 200S (11S)

Camp 11:

A: 48R, 1S, 151Cav (48R)

B: 20S, 105Cav, 75LB (20S)

Camp 12(trap):

A: 9R, 191Cav (9R)

B: 4S, 196Cav (4S)

Camp 13(leader):

A and B: 26S, 174Cav (26S)

From sector2 – Sector 3:

Camp 14:

A: 81R, 1S, 118LB (81R)

B: 29S, 96Cav, 75LB (29S)

Camp 16(trap):

A: 10R, 190Cav (10R)

B: 5S, 195Cav (5S)

Camp 17:

A and B: 200Cav (-)

Camp 19:

A and B: 200R (82R)

Camp 21(leader):

A: 110R, 90S (110R)

B: 200S (57S)

From sector 3 – Sector 4:

Camp 23:

A: 100R, 100S (100R)

B: 200S (38S)

Camp 24:

A: 75R, 15S, 115Cav (75R, 15S)

B: 31S, 125Cav, 44LB (31S)

Camp 25(trap):

A: 10R, 190Cav (10R)

B: 4S, 196Cav (4S)

Camp 26(leader):

A: 60R + 70R, 20S, 85Cav, 25LB (130R, 17S)

B: 60R + 40S, 85Cav, 75LB (60R, 40S)

From sector 4 – Sector 5:

Camp 27:

A and B: 60R + 200Cav (60R)

Camp 29(trap):

A: 10R, 190Cav (10R)

B: 5S, 195Cav (5S)

Camp 30:

A: 200R (161R)

B: 200S (89S)

Camp 33(leader)

A: 200R + 75Cav + 70R, 130S (270R, 75Cav, 35S)

B: 130R + 200S (130R, 134S)