

Sir Robin's Revenge

Map is from TSOWIKI.EU combat simulator.

Tavern generals only :

Needed (max loss):

390-800R (382-800) 300S (243) 75LB (5) 136E 219Cav 158Xbow



From landing position – Sector 1:



Camp 2 – 100M 70LB:

Block1 : Tavern : 68E, 49Cav (Risky – kill : Tavern : 40S, 100Cav, 60LB (38S))

Camp 1 - 90M 70Cav : (kill : Tavern : 100R 100S (100R))

Block2 : Tavern : 68E, 50Cav

Camp 3(leader) - 60Cav 70S 100LB:

Attack1 : Tavern : 75R

Attack2 : Tavern : 30S, 120Cav, 50Xbow

Loss : 75R, 29S

Send Block1 then on drumbeat Block2 – when Block2 is at 'X', send Attack1 – then send Attack2 following Attack1

From sector1 – Sector 2 (top left):



Keep generals to the left to avoid interception by camp 6 – all attacks must be sent while camp 5 still standing.

Camp 5 – 60S 90LB: Send attack on Camp 7(leader) - camp 5 will intercept
Attack1 : Tavern : 80R, 120Cav - withdraw after camp 5 is done.

Loss : 80R

Camp 7(leader) - 60Cav 120S 70Xbow:
Attack2 : Tavern : 72R
Attack3 : Tavern : 72S, 92Cav, 36LB

Loss : 72R 71S

From Sector 2 – Sector 4 (to right with castle):

Camp 12 – 80S 70Xbow:

Tavern : 80R, 12S, 95Cav, 13LB

Loss : 80R, 12S

Many different units to make battle faster on camp 13 and 14 – can also be done with 200Cav

Camp 13 – 70Xbow 15Cannon:

Tavern : 1R, 1M, 1S, 194Cav, 1B, 1LB, 1XB

Camp 14 – 70Xbow 15Cannon:

1R, 1M, 1S, 194Cav, 1B, 1LB, 1XB

Loss : -

Camp 15(leader) - 50E 50Cannon 1 Sir Robin 1 Big Bertha :

Tavern : 200S

Loss : 106S

From sector4 – Sector 3:



Camp 10 – 80Cav 90Xbow:
Block1 - Tavern : 106E

Camp 11(leader) - 70Cav 80S 30E :
Attack1 - Tavern : 80R
Attack2 - Tavern : 37S, 5L, 158X

Loss : 80R, 37S, 5L
(some cav may survive Attack1 – but with more R fight can last 20s longer)

Send Block1, then on drumbeat send Attack1 and Attack2.

If you dont want to block or dont have Xbow or Elite then kill camp 10

Camp 10 – 80Cav 90Xbow:
Tavern : 200R

loss : 103R

Camp 11(leader) - 70Cav 80S 30E :
Tavern : 85R
Tavern : 125R, 75LB

Loss : 210R

