

# Prefecture Assault

22 August 2010

## Heroes

The image displays three hero character sheets from a game. Each sheet includes a portrait, name, level, experience, and various stats. The stats are arranged in a grid-like format with some having plus signs indicating they can be increased. There are also buttons for 'Upgrade', 'Reassign ATB', and 'Save'.

Hero Name	Level	EXP	PH	MTL	MNV	SPD	OFE	DEF	SAL	FID	ATB	PLT	BRV	INT
WangKua	90	98876/810000	188/189	160/160	324	61	2103	1378	5150	100	0	187	207	127
GuoSi	92	702049/846400	197/201	145/145	322	61	2488	778	6590	100	0	101	243	68
BianZhan	89	382380/792100	201/203	149/149	302	61	2557	1048	5980	100	0	91	251	98

Plus LuJi (INT 175), who Spread Rumours (-18 allegiance). Statistics include the effects of Amulets.

## Troops Mustered

	732		104148
	115615		57497
	173872		211124
	80798		106456
	11054		145743
	32430		0

Used Green Wrap Book, Mania War Drum, Cosmic Hexagram to increase casualties cured, siege and guard.

## Kill the Infantry and Cavalry (40 Rounds) - Conquer #1

Vexillum, +15 Mount, Rally Point Level 10

This battle is to reduce the numbers of the enemy melee units and will be lost. The enemy numbers will be sufficiently reduced for the next battle to be won. Tactic: advance the battering rams for 1 round only to form a defensive line (use a slow hero mount!). Send in the swordsmen when they begin to wilt.

WangKuang (level 90)		TaoHuang (level 74)			
The battle lasted 14 round(s), You lose the battle!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Swordmen	10000	10000	Rookies	2408257	81635
Ballistae	95000	95000	Pikemen	942916	909574
Battering Rams	20000	20000	Swordmen	254843	254843
			Archers	172019	0
			Cavalries	20120	20120
			Cuirassiers	26213	26213
			Ballistae	49312	0
			Battering Rams	54212	0
			Trebuchets	3955	0
			Traps	20000	0
			Barricades	10000	0
			Archery Towers	6666	0
			Rolling Logs	5000	0
			Rockfall	4000	0

## Kill the Infantry and Cavalry (40 Rounds) - Conquer #2

Vexillum, +15 Mount, Rally Point Level 10

Because the enemy horse and heavier infantry units are much reduced by the previous battle, this one will be won. I couldn't run this back to back with the other because I didn't have enough ballistae. With 180k I would have been able to and the enemy would have regenerated fewer soldiers.

BianZhang (level 89)			TaoHuang (level 74)		
The battle lasted 40 round(s), You have a tie!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Swordmen	5000	5000	Rookies	2619401	2619401
Ballistae	98000	0	Pikemen	239136	239136
Battering Rams	22000	8915	Swordmen	25460	25460
			Archers	230666	0
			Cavalries	12730	12730
			Cuirassiers	12657	12657
			Ballistae	61724	0
			Battering Rams	61156	0
			Trebuchets	10342	0
			Traps	20000	0
			Barricades	10000	0
			Archery Towers	6666	0
			Rolling Logs	5000	0
			Rockfall	4000	0

Remember to change your first two heroes mounts if you have faster ones!

## Kill the Archers and Artillery – Maraud #1

Vexillum, +61 Mount, Rally Point Level 10

This battle is to reduce the numbers of enemy range troops. All other things being equal, duels between range troops are pure attrition and both sides lose large numbers. But they can't defend themselves well in a close quarters fight with mobile melee troops. So the most effective maraud is to use cuirassiers, backed by cavalry, with fodder to distract the enemy range troops that are not engaged. Casualties in this battle are heavy but the next maraud will be much easier.

The tactic for a cavalry maraud is simple: charge the batteries and devil take the hindmost.

GuoSi (level 92)			TaoHuang (level 74)		
The battle lasted 9 round(s), You win the battle!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Labors	1	1	Rookies	914937	914937
Rookies	1	1	Pikemen	301803	301803
Scouts	1	1	Swordmen	148254	148254
Pikemen	1	1	Archers	304188	304188
Swordmen	1	1	Cavalries	21068	21068
Archers	1	1	Cuirassiers	3922	3922
Cavalries	18535	18535	Ballistae	65156	65156
Cuirassiers	106456	79314	Trebuchets	14483	14483
Rickshaws	1	1			
Ballistae	1	1			
Battering Rams	1	1			

## Kill the Archers and Artillery – Maraud #2 (Vexillum)

Vexillum, +61 Mount, Rally Point Level 10

Again, I didn't have enough troops to run the marauds closer together, so casualties in this round were higher than they might have been, but they weren't bad. If I'd had 160k cuirassiers this attack would have been back to back with far fewer casualties.

WangKuang (level 91)			TaoHuang (level 74)		
The battle lasted 4 round(s), You win the battle!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Labors	1	1	Rookies	376238	376238
Rookies	1	0	Pikemen	103961	103961
Scouts	1	1	Swordmen	105611	105611
Pikemen	1	1	Archers	84866	84866
Swordmen	1	1	Cavalries	25014	25014
Cavalries	68194	23623	Cuirassiers	4583	4583
Cuirassiers	56798	10429	Ballistae	1189	1189
Rickshaws	1	1	Trebuchets	2100	2100
Ballistae	1	1			
Battering Rams	1	1			

## Clear the Defences – Conquer #3 (Vexillum)

Vexillum, +61 Mount, Rally Point Level 10

Back to back with the second maraud. This is a classic first assault on the walls. I find that 10k of each melee troop, 5k rams and 60k ballistae is a good mix. And pack out any gaps with archers. 17k in this case. The tactic: charge straight at the walls. Once the archery towers and range troops are finished let your ballistae and archers advance to one round short of the wall concentrating fire on the enemy rams. If the enemy rams are not dead by the round before yours hit the walls, stop yours and hold them until the enemy's are destroyed. Close combat between groups of rams is wasteful.

GuoSi (level 93)			TaoHuang (level 74)		
The battle lasted 14 round(s), You win the battle!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Rookies	10000	10000	Rookies	264	264
Pikemen	10000	9865	Pikemen	14	14
Swordmen	10000	1999	Swordmen	219	219
Archers	17000	17000	Archers	27	27
Cavalries	3000	3000	Cavalries	83	83
Cuirassiers	10000	9007	Cuirassiers	4	4
Ballistae	60000	360	Ballistae	28	28
Battering Rams	5000	664	Battering Rams	65452	65452
			Trebuchets	2	2
			Traps	20000	6200
			Barricades	10000	9037
			Archery Towers	6666	6666
			Rolling Logs	5000	3350
			Rockfall	4000	2720

## Clear the Defences – Conquer #4 (Rally Point Level 10, no Vexillum left)

+61 Mount, Rally Point Level 10

This is the second and last time I used 5k rams. 4k is enough later.

BianZhang (level 90)			TaoHuang (level 74)		
The battle lasted 15 round(s), You win the battle!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Rookies	10000	2610	Rookies	9532	9532
Pikemen	10000	3056	Pikemen	2405	2405
Swordmen	10000	0	Swordmen	3092	3092
Archers	11546	3443	Archers	3975	3975
Cavalries	10000	6779	Cavalries	1817	1817
Cuirassiers	5214	190	Cuirassiers	186	186
Ballistae	38240	671	Ballistae	70	70
Battering Rams	5000	144	Battering Rams	203	203
			Trebuchets	256	256
			Traps	14304	5005
			Barricades	1602	1602
			Archery Towers	264	264
			Rolling Logs	1933	1036
			Rockfall	1536	826

## Take the City - Conquer #5, 6, 7,...

+61 Mount, Rally Point Level 10

From here on I used my standard battering package. Again and again and again. The wall defences were whittled down to minimal by round 15.

 <span>WangKuang (level 91)</span>			 <span>TaoHuang (level 74)</span>		
The battle lasted 11 round(s). You win the battle!!					
Troops	Amount	Casualties	Troops	Amount	Casualties
Rookies	10000	1645	Rookies	746	746
Scouts	10000	49	Pikemen	27	27
Pikemen	10000	1893	Swordmen	67	67
Swordmen	10000	92	Archers	102	102
Archers	36000	56	Cavalries	80	80
Cavalries	10000	479	Cuirassiers	13	13
Cuirassiers	10000	101	Ballistae	8	8
Battering Rams	4000	38	Battering Rams	12	12
			Trebuchets	1	1
			Traps	9554	3150
			Barricades	99	98
			Archery Towers	9	9
			Rolling Logs	971	413
			Rockfall	777	415