

Castle Defenders - Scripted Coop Map

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Description



In this mission you should defend the Castle (your ally's Barracks, and General - Knight - as well) and defeat 30 enemy attacks. Every next attack is stronger than previous. You have a lot of weapons, but not so much gold and can't equip strong soldiers at start. You can unlock new soldiers by killing enemy troops.

Until 13th wave enemy will attack only central entrances on each side of the Castle.



Later enemies will change their tactic and send more and more troops to attack flanks.



Each entrance should be well protected, and teamwork is very important here, it's a key to victory. Any mistake can be fatal.

There are some bonuses and tricks which will help you ;)

Points and bonuses

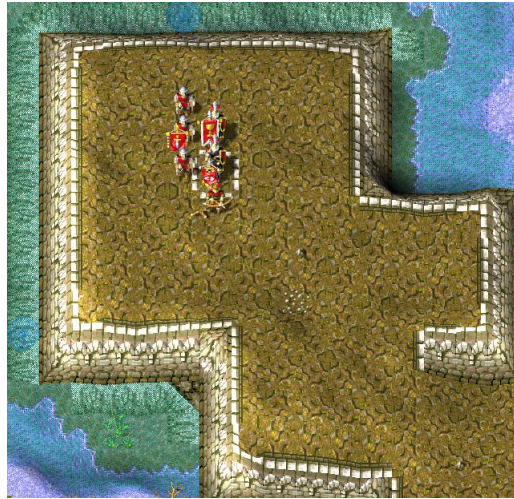
At start you can equip only militias. To equip stronger soldiers, you should get points by killing enemy units. Every killed enemy soldier gives one point. Certain number of points unlocks new soldiers:

- 50 points** - Lance Carrier
- 100 points** - Axe Fighter
- 160 points** - Bowman
- 250 points** - Crossbowman
- 400 points** - Pikeman
- 550 points** - Scout
- 700 points** - Sword Fighter
- 1000 points** - Barbarian, Warrior
- 1250 points** - Knight

NOTE: To equip Barbarians and Warriors, enable Barracks repair when you have at least 1000 points and equip militia. One Barbarian or Warrior will cost you 4 hand axes and one recruit.

When you reach 18th wave, one of 7 bonuses will be activated:

- **Immediate Kill** - You have chances to kill enemy unit from one hit.
- **Double** - You have chances to get extra soldiers when equipping army.
- **New conscription** - 10-15 new recruits will join you when new wave is coming.
- **Reinforcement** - A random troop of 12-15 men will join you when new wave is coming.
- **Reborn** - Your soldiers can reborn. Reborn soldiers will appear in the corner of castle walls:



- **Newborn Ally** - Enemy soldiers can reborn and fight on your side. Reborn soldiers will appear in the corner of castle walls.
- **Riffle Division** - You have chances to get extra ranged units when equipping melee (militias, axe fighters, sword fighters) units.

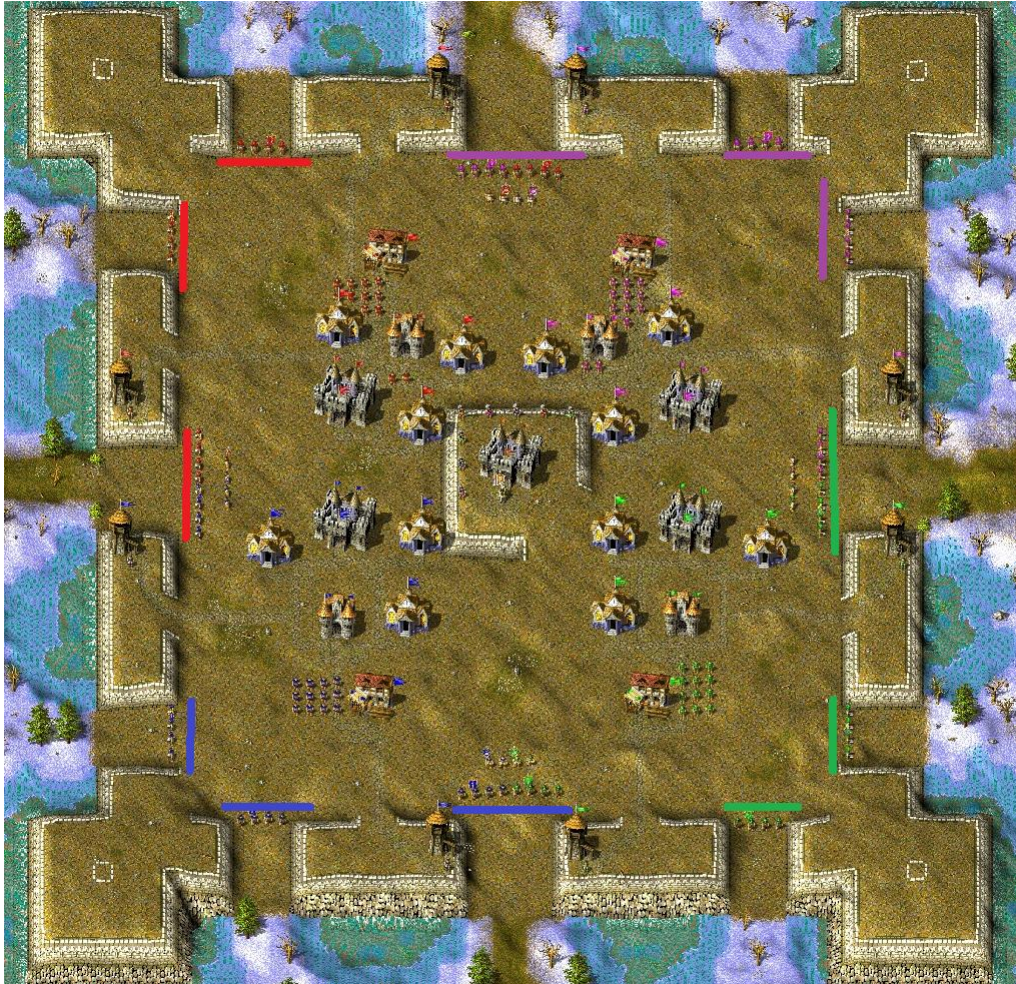
NOTE: Bonus will be chosen randomly.

When you reach 26th wave, new bonus will be activated - **Rescue Squad**. With this bonus you can get reinforcement from the King immediately. To use this bonus, you should have less than 110 soldiers and less than 10 recruits. You can use it 3 times, every next usage is delayed for 4 minutes. To get Rescue Squad, place a road plan in special tile in the corner of castle walls:



Tips and tricks

- **Don't waste gold!** You have not so much gold (12-20 chests per wave) and won't need weak soldiers in the future. So, on first waves better equip 2-3 squads (enough to protect your entrances) and wait for stronger troops.
- **Arrange defense positions within the team at start!** The best way is to defend one side or one corner of the Castle (one middle and two flank entrances), for example:



- **Reveal the map as soon as possible!** It's easier to set up defenses when you know which troops are coming.
- **Check all defense positions** from time to time and help each other.
- **Use Hotkeys and Rally Point** for Barracks.
- **Check wave names.** They can help sometimes, tell which soldiers are coming.