

Mission : Aladdin and the Oil Lamp

Version : 9/8-2018

XP(1+2) – full version : 387.370

XP(1+2a) – medium (Sector 3) 313.000

XP(1) - Short version : 227.890

My_Generals

Units needed :

1 My_Major1, 1 My_Major2, 1 My_Anslem, 1 My_Nusala, 1 My_Vargus, 1 Veteran, 4 Tavern, ++ MMA's

Part 1 : 140R, 250B, 633SW, 786MSW, 215KN, 285AMR, 250MMR, 165BES

Part 1+2a : 140R, 250B, 794SW, 786MSW, 215KN, 285AMR, 250MMR, 184BES

Part 1+2 : 140R, 250B, 1120SW, 786MSW, 323KN, 285AMR, 358MMR, 184BES

(+180KN if 5 MMA + Nusala on Stone Tower)

Loss :

Part 1 : 140R, 250B, 633SW, 108MSW, 157KN, 100MMR

Part 1+2a : 140R, 250B, 794SW, 266MSW, 157KN, 100MMR

Part 1+2 : 140R, 250B, 1120SW, 439MSW, 316KN, 100MMR

(+180KN –95 MMR if 5 MMA + Nusala on Stone Tower)

Skills on My ... generals :

(17/6-2018)

My_Major :

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_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, 3 Battle Frenzy, 1 Weekly Maintenance, 3 Garrison Annex, 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)

All COA Generals + 2 Major

Units needed :

1 My_Major, 1 Veteran, 1 My_Anslem, 1 My_Nusala, 1 My_Vargus, 1 My_Mary,
2(+) MMA 4 Tavern

Part 1 : 571R, 250B, 1120MSW, 215KN, 285AMR, 270MMR, 165BES

Part 1+2 : 571R, 250B, 1420MSW, 317KN, 285AMR, 270MMR, 185BES

Loss :

Part 1 : 571R, 250B, 534MSW, 147KN, 100MMR

Part 1+2 : 571R, 250B, 1235MSW, 310KN, 100MMR

2 Major + MMA's

Units needed :

2 Major/1+1 Veteran, 2(+) MMA 4 Tavern

Part 1 : 571R, 250B, 1203MSW, 328KN, 285AMR, 270MMR, 200BES

Part 1+2 : 571R, 250B, 1650MSW, 618KN, 285AMR, 270MMR, 200BES

Loss :

Part 1 : 571R, 250B, 708MSW, 279KN, 110MMR

Part 1+2 : 571R, 250B, 1465MSW, 611KN, 110MMR



Part 1 is needed to complete mission.

Part 2 is extra, for extra XP (2a is 4 leaders)

Sector 1 (map position P1a and P1b) - Part 1

Camp L1-L8 *****

* from pos P1b

Camp L1 : 210 Mounted Sailor, 1 Steersman

**My_Anslem : 60SW, 105BES

My_Anslem : 35MSW, 130BES

(Anslem : 42MSW, 108BES (41MSW)

Major : 70MSW, 200BES (69MSW))

Loss : 59SW

Loss : 34MSW

*from pos P1a

Camp 2 : 120 Sailor, 100 Cannon Master

Veteran : 240MMR

Loss : 0

*Blocking of L5 and L8 has to be done at same time

*3/10000 Risk of failure for block on camp 6



Camp 3 : 250 Battle Hardened Sailor
Block1 – Tavern : 189MSW, 11AMR

Camp 4 : 70 Sailor, 70 Mounted Sailor, 70 Boatswain
Block2 – Tavern : 154MSW

Camp L5 : 100 Sailor, 100 Petty Officer Second Class, 1 Captain
Attack1 – Veteran : 50AMR, 200MMR

Camp 6 : 150 Boatswain, 100 Cannon Master
Block3 – Tavern : 193MSW, 7KN

Camp 7 : 130 Battle Hardened Sailor, 120 Mounted Sailor
Block4 – Tavern : 175MSW, 25AMR

Camp L8 : 250 Mounted Sailor, 1 Mutineer
**Attack2 – Anslem : 75SW, 90BES
Attack2 – Anslem : 45MSW, 105BES
(Attack2 - Major : 86MSW, 184BES (86MSW))

Send Block1 followed by Block2, Attack1, Block3, Block4 and Attack2 on drumbeat

Loss : 75SW
Loss : 45MSW

Sector 2 (map position P2) - Part 1

Camp 9-L13 *****

Camp 9 : 80 Sailor, 80 Mounted Sailor, 100 Boatswain
** My_Vargus : 65SW, 110MMR, 20BES
Vargus : 39MSW, 116MMR, 25BES
(Major : 21MSW, 200KN, 49BES (21MSW, 60KN))

Loss : 63SW
Loss : 38MSW

Camp 10 : 100 Battle Hardened Sailor, 160 Mounted Sailor
**My_Major : 81SW, 139MMR, 65BES
My_Major : 48MSW, 147MMR, 90BES
(Major : 50MSW, 130MMR, 90BES (49MSW))

Loss : 81SW
Loss : 47MSW

Camp L11 : 250 Mounted Sailor, 1 Mutineer
**Attack2 – Anslem : 75SW, 90BES
Anslem : 45MSW, 105BES
(Major : 86MSW, 184BES (86MSW))

Loss : 75SW
Loss : 45MSW

Camp 12 : 100 Sailor, 100 Mounted Sailor, 70 Petty Officer Second Class
**My_Major : 46SW, 239MMR
Veteran : 27MSW, 223MMR

Loss : 44SW
Loss : 26MSW

Camp L13 : 50 Battle Hardened Sailor, 100 Mounted Sailor, 100 Boatswain, 1 Steersman
**My_Anslem : 40SW, 50KN, 75BES
My_Anslem : 25MSW, 50KN, 90BES
(Anslem : 34MSW, 31KN, 85BES (34MSW, 31KN)
Major : 50MSW, 60KN, 160BES (50MSW, 60KN))

Loss : 39SW, 31KN
Loss : 23MSW, 31KN

Sector 2 (map position P2 and P1a) - Part 1

Camp 14-L19 *****

*Blocking of L16 and L19 has to be done at same time



Camp 14 : 130 Sailor, 130 Boatswain
Block1 – Tavern : 194MSW

* send Block2 on L16 – will be intercepted by Camp 15
Camp 15 : 100 Battle Hardened Sailor, 70 Mounted Sailor, 100 Petty Officer Second Class
Block2 – Tavern : 175MSW

* when using My_Major no first-wave is needed
Camp L16 : 150 Battle Hardened Sailor, 100 Boatswain, 1 Mutineer
Wave1 – My_Major : 45MSW, 75KN, 165BES
(Wave1 – Nusala : 1R
Attack1 – Major : 60MSW, 60KN, 150BES (60MSW, 59KN)
Wave1 – Major : 63MSW, 118KN, 89BES (63MSW, 118KN))



Camp 17 : 270 Battle Hardened Sailor
Block3 – Tavern : 180MSW, 20AMR

Camp 18 : 80 Battle Hardened Sailor, 90Mounted Sailor, 80 Boatswain
Block4 – Tavern : 185MSW

Camp L19 : 150 Mounted Sailor, 100 Petty Officer Second Class, 1 Captain
**My_Major : 67SW, 50AMR, 168MMR
Major : 40MSW, 55AMR, 175MMR

Send Block1 followed by Block2 (on L16) , Wave1, [Attack1,] Block3, Block4 and Attack2 on drumbeat

Loss : 67SW, 44MSW, 59KN
Loss : 44MSW + 39MSW, 59KN

Sector 3/4 (map position P3) - Part 1

Camp 20-L25 *****

Camp 20 : 120 Sailor, 150 Petty Officer Second Class
Veteran : 250MMR

Loss : 0

Camp 21 : 100 Battle Hardened Sailor, 80 Mounted Sailor, 80 Petty Officer Second Class
**My_Major : 54SW, 131KN, 100BES
My_Major : 36MSW, 125KN, 124BES
(Major : 36MSW, 110KN, 124BES (34MSW, 67KN))

Loss : 53SW, 68KN
Loss : 32MSW, 67KN

Camp 22 : 50 Sailor, 210 Petty Officer Second Class
**My_Mary : 215MMR
Any (220+) : 220MMR

Loss : 0

Camp 23 : 270 Mounted Sailor
**Anslem : 64SW, 80BES
Anslem : 38MSW, 80BES
(Major : 72MSW, 198MMR (72MSW))

Loss : 64SW
Loss : 37MSW

*each MMA with 1MMR before Nusala reduces MMR needed on Nusala with 5. (check with sim)
** use Nusala 2 times (1-Up)
** if using 5 MMA with 1MMR then My_Nusala with 180KN can kill remaining can kill remaining
Boatswain (but check with sim how many needed (maybe extra Nusala and/or Vargus))

Camp L24 : 250 Boatswain, 1 Captain, 1 Giant Cannon

Wave1 – My_Nusala : 100MMR
Wave2 – My_Major : 285AMR !!!
(Wave1 – Nusala : 100MMR
Wave2 – Major : 270AMR (100MMR)
Wave1 – MMA : 110MMR
Wave2 – Major : 270AMR (110MMR))

Loss : 100MMR
Risk of loosing af few AMR.

Camp L25 : 250 Petty Officer Second Class,1 Steersman, 1 Giant Cannon

Wave1 – Veteran : 250B

Wave2 – Any general : 140R

**Wave3 – My_Major : 15SW, 190AMR, 80MMR

Wave3 – My_Major : 9MSW, 196AMR, 80MMR

(Wave2 – Veteran : 250R

Wave3 – Major : 14MSW, 196AMR, 60MMR (250R, 250B, 14MSW))

Loss : 140R, 250B, 13SW

Loss : 140R, 250B, 8MSW

Sector 4 (map position P2) - Part 1

Camp 26-L28 *****



Camp 26 : 130 Sailor, 130 Boatswain
Block1 – Tavern : 180MSW, 20AMR !!

* send Block2 on L16 – will be intercepted by Camp 15
Camp 27 : 70 Sailor, 70 Mounted Sailor, 70 Boatswain
Block2 – Tavern : 188MSW, 12AMR !!

* when using My_Major no first-wave is needed
Camp L28 : 100 Sailor, 100 Petty Officer Second Class, 1 Captain
Attack1 - My_Major : 72MSW, 213AMR !!
(Wave1 – MMA : 200R
Wave2 – MMA : 120R
Wave3 – Major : 72MSW, 198AMR !! (320R, 72MSW)
*Place Wave1 on position Attack1 – then Wave2 and Wave3 behind Wave1)

Send Block1 followed by Block2 and Attack1 on drumbeat

Loss : 72MSW

Sector 3 (map position P4) - Part 2a

Camp L29-L31 *****

Camp L29 : 270 Battle Hardened Sailor, 1 Mutineer
My_Major : 101MSW, 184BES
(Major : 109MSW, 161BES (107MSW))

Loss : 100MSW

Camp L30 : 20 Battle Hardened Sailor, 250 Mounted Sailor, 1 Captain
My_Anslem : 69MSW, 20MMR, 76BES
(Anslem : 69MSW, 5MMR, 76BES (68MSW)
Major : 99MSW, 50MMR, 121BES (99MSW))

Loss : 68MSW

Camp L31 : 200 Mounted Sailor, 2 Steersman
**My_Anslem : 72SW, 93BES
My_Anslem : 42MSW, 123BES
(Anslem : 76MSW, 74BES (76MSW)
Major : 100MSW, 170BES (100MSW))

Loss : 71SW

Loss : 42MSW

Sector 3 (map position P5) - Part 2a

Camp 32-L33 *****



Camp 32 : 70 Sailor, 70 Mounted Sailor, 90 Petty Officer Second Class
Block1 – Tavern : 170MSW

Camp L33 : 120 Battle Hardened Sailor, 120 Mounted Sailor, 1 Steersman
**Attack1 - My_Major : 90SW, 115MMR, 80BES
Attack1 - My_Major : 55MSW, 80MMR, 150BES
(Attack1 – Major : 65MSW, 80MMR, 125BES (64MSW)

Loss : 90SW
Loss : 54MSW

Sector 5 (map position P6) - Part 2b

Camp 34-L41 *****

Camp34 : 150 Battle Hardened Sailor, 110 Mounted Sailor

**My_Anslem : 71SW, 64MMR, 30BES

My_Anslem : 41MSW, 94MMR, 30BES

(Anslem : 47MSW, 30MMR, 73BES (46MSW)

Major : 58MSW, 110AMR, 102MMR (56MSW))

Loss : 71SW

Loss : 40MSW

Camp L35 : 100 Battle Hardened Sailor, 100 Mounted Sailor, 50 Petty Officer Second Class, 1 Captain

My_Major : 71MSW, 94KN, 120BES

(Major : 106MSW, 46K, 118BES (106MSW, 46KN))

Loss : 70MSW, 42KN

Camp 36 : 70 Mounted Sailor, 100 Boatswain, 100 Petty Officer Second Class,

**My_Vargus : 60SW, 135MMR

Vargus : 37MSW, 143MMR

(Major : 19MSW, 251KN (19MSW, 103KN))

Loss : 59SW

Loss : 36MSW

Camp 37 : 70 Sailor, 90 Mounted Sailor, 70 Boatswain

**My_Anslem : 31SW, 85KN, 49BES

Anslem : 20MSW, 76KN, 54BES

(Major : 24MSW, 246KN (24MSW, 82KN))

Loss : 30SW, 21KN

Loss : 21MSW, 19KN

Camp 38 : 270 Battle Hardened Sailor

**My_Major : 48SW, 237MMR

My_Major : 27MSW, 258MMR

(Major : 40MSW, 230MMR (39MSW))

Loss : 47SW

Loss : 26MSW

Camp 39 : 100 Sailor, 70 Mounted Sailor, 100 Cannon Master

Major : 32SW, 253MMR

Major : 20MSW, 100AMR, 150MMR

Loss : 31SW

Loss : 18MSW

Camp 40 : 70 Petty Officer Second Class, 200 Cannon Master
Major : 200AMR, 70MMR

Loss : 0

Camp L41 : 100 Battle Hardened Sailor, 120 Mounted Sailor, 1 Steersman

**My_Anslem : 73SW, 92AMR

My_Anslem : 42MSW, 123AMR

(Anslem : 52MSW, 98AMR (51MSW)

Major : 65MSW, 120AMR, 85MMR (65MSW))

Loss : 72SW

Loss : 41MSW

Sector 5 (map position P6) - Part 2b

Camp 42-L44 *****

Camp 42 : 120 Battle Hardened Sailor, 120 Petty Officer Second Class

**My_Anslem : 17SW, 110KN, 38BES

Anslem : 12MSW, 105KN, 48BES

(Vargus : 71MSW, 109AMR (71MSW)

Major : 17MSW, 101KN, 152BES (17MS, 101K))

Loss : 16SW, 98KN

Loss : 11MSW, 98KN



Camp 43 : 200 Battle Hardened Sailor, 70 Petty Officer Second Class

Block1 – Tavern : 185MSW

Camp L44 : 120 Battle Hardened Sailor, 120 Mounted Sailor, 1 Steersman

Attack1 - My_Major : 97MSW, 168AMR, 20MMR

(Attack1 – Major : 104MSW, 166AMR !! (102MSW)

Loss : 97MSW

Details of block timing ::

Kill timing is valid for slowest attacker.

Block from P1a and P1b (Block 1)

Camp 3-L8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 3		57 sec	180-280 sec	237 sec	
Block 4	63 sec	125 sec	140-200 sec	265 sec	
Kill L5	131 sec	179 sec	30 sec		209 sec
Block 6		102 sec	120-180 sec 3/10000=100	222 sec	
Block 7	105 sec	140 sec	160-180 sec	303 sec	
Kill L8	143 sec	187 sec	20 sec		207 sec
				Min : 222 sec	Max : 209 sec

1. Block from P2 and P1a (Block 2)

Camp 14-L19	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 14		106 sec	140-280 sec	246 sec	
Block 15	113 sec	181 sec	80 sec	261 sec	
Kill L16	194 sec	205 sec	20 sec		225 sec
Block 17		138 sec	160-220 sec	298 sec	
Block 18	144 sec	192 sec	80 sec	272 sec	
Kill L19	199 sec	214 sec	20 sec		234 sec
				Min : 246 sec	Max : 234 sec

2. Block from P2 (Block 3)

Camp 26-L28	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 26		212 sec	180-200 sec	392 sec	
Block 27	218 sec	257 sec	180-220 sec	437 sec	
Kill L28	263 sec	318 sec	30 sec (50-60 sec)		368 sec
				Min : 392 sec	Max : 368 sec

1. Block from P5 (Block 4)

Camp 32-L33	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 32		21 sec	140-240 sec	161 sec	
Kill L33	27 sec	49 sec	50 sec (100 sec)		149 sec
				Min : 161 sec	Max : 149 s170ec

2. Block from P5 (Block 5)

Camp 42-L44	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 42		166 sec	100 sec	266 sec	
Kill L44	172 sec	210 sec	30-40 sec		250 sec
				Min : 266 sec	Max : 250 sec