

Mission : Ali Baba and the First Thief

Version : 5/2-2019

Units needed :

1 My_Major, 1 My_Anslem, 2 My_Nusala, 1 My_Vargus, 1 Mary, 1 MMA, 1 My_Superblock, 1 Tavern (1-up for My_Nusala)

1R, 65B, 185SW, 321MSW, 118KN, 3MRK, 110AMR, 285MMR, 150BES

2 Major, 2MMA, 2 Tavern, 1 Any

2R, 120B, 424MSW, 231KN, 112AMR, 270MMR, 175BES

Loss :

1R, 65B, 185SW, 79MSW, 38KN, 3MRK

2R, 120B, 235MSW, 133KN

XP : 138.085

Skills on My ... generals :

(27/11-2018)

--My_Major_1 :

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_Major_2 :

3 jog, 3 First Aid, 3 Sniper Training, 3 Unstoppable Charge, 3 Overrun, 2 Battle Frenzy, 3 Garrison Annex, 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_MMA1 - My_MMA2 :

3 jog, 3 First Aid, 3 Juggernaut, 3 Rapid Fire, 3 Unstoppable Charge, ((:2: 3 Garrison Annex)) (15 ((:2: 18)))

--My_Medic :

3 jog, 3 First Aid, 1 Juggernaut, 3 Rapid Fire, 3 Overrun, 1 Sniper training, 3 Unstoppable Charge, 3 Garrison Annex, 1-up (21)

--My_Mad_Scientist :

3 jog, 3 First Aid, 1 Rapid Fire, 3 Overrun, 3 Battle Frenzy, 2 Unstoppable Charge, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

--My_Superblock :

3 jog, 3 First Aid, 3 Navigation, 1 Hostile takeover, 3 Just a Flesh wound, 2 Fast Learner, 3 Garrison Annex (18)



Sector 1 (map position P1)

Camp 1-L3 *****



Camp 1 : 80 Sword Wielder, 30 Horseman, 50 Desert Marksman
Block1 – Tavern : 165MSW, 35AMR

Camp 2 : 80 Sword Clasher, 40 Mounted Bowman, 40 Stone Cannon
Block1 – Tavern : 156MSW, 30MMR

Camp L3 : 100 Horseman, 100 Dune Marksman, 1 Scarred Thief
Attack1 – My_Anslem : 34SW, 3MRK, 80MMR
Attack1 – Major : 39MSW, 231KN (39MSW, 3KN)

Send Block1,
when Block1 reach position X then send Block2,
when Block2 reach position Y then send Attack1

Loss : 34SW, 3MRK

Sector 2 (map position P2)

Camp 4-L5 *****



Camp 4 : 60 Sword Clasher, 60 Dune Marksman, 60 Mounted Bowman
Block1 – Tavern : 176MSW

Camp L5 : 120 Sword Clasher, 120 Desert Marksman, 1 Smart Thief
Attack1 – My_Major : 285MMR
Major : 4MSW, 266MMR (4MSW)

Send Block1 followed by Attack1 on drumbeat

Loss : 0

Sector 3 (map position P3)

Camp 6-L7 *****

Se block at end of guide for block without skilled generals



Camp 6 : 40 Sword Clasher, 50 Dune Marksman, 70 Mounted Bowman

Block0c – MMA : 1R

Block1 – My_Superblock : 215MSW

Camp L7 : 70 Horseman, 70 Desert Marksman, 1 Snooty Thief

Attack1 – My_Anslem : 23MSW, 10AMR, 132MMR

Send Block0c then Block1 followed by Attack1 on drumbeat

Loss : 22MSW

Sector 4 (map position P4)

Camp 8-L11 *****



Camp 8 : 70 Sword Clasher, 40 Sword Master, 50 Mounted Bowman
Block1 – Tavern : 186MSW

Camp 9 : 40 Sword Master, 80 Dune Marksman, 60 Stone Cannon

Wave1 – My_Nusala : 65B

Attack1 – My_Mary : 3SW, 50AMR, 162MMR

Wave1 – Any general : 120B

Wave2 – Major : 60AMR, 210MMR (120B)

Camp 10 : 100 Sword Clasher, 70 Horseman, 30 Desert Marksman

Block2 – Tavern : 70MSW, 110KN

Camp L11 : 30 Sword Wielder, 20 Mounted Bowman, 1 Silly Thief

Attack1 – My_Anslam : 32SW, 8KN, 125BES

Attack1 – Major : 24MSW, 106KN, 130BES (34MSW, 17KN)

Send Block1 followed by Wave1, Attack1, Block2 and Attack1 on drumbeat

Loss : 65B, 2+31SW, 8KN

Sector 5 (map position P5)

Camp 12-L16 *****

Camp 12 : 60 Sword Wielder, 50 Horseman, 50 Mounted Bowman

My_Anslem : 26SW, 50KN, 89BES

Major : 29MSW, 43KN, 198BES (34MSW, 17KN)

Loss : 25SW, 21KN

Camp 13 : 100 Sword Clasher, 100 Stone Cannon

Wave1 – My_Nusala : 1B

Wave2 – Mary : 100AMR, 100MMR

Major : 270MMR (0)

Loss : 1B

Camp 14 : 60 Sword Wielder, 50 Horseman, 50 Mounted Bowman

My_Vargus : 58MSW, 110AMR, 27MMR

Major : 34MSW, 61KN, 175BES (34MSW, 61KN)

Loss : 57MSW



Camp 15 : 40 Sword Clasher, 50 Dune Marksman, 70 Mounted Bowman
Block1 – Tavern : 188MSW, 1KN

Camp L16 : 70 Horseman, 70 Desert Marksman, 1 Snooty Thief
Attack1 – Major : 93SW, 42KN, 150BES
Major : 58MSW, 12KN, 200BES (57MSW, 9KN)

Send Block1 followed by Attack1 on drumbeat

Loss : 92SW, 9KN

Camp 6-L7 Old block without superblocker *****



Camp 6 : 40 Sword Clasher, 50 Dune Marksman, 70 Mounted Bowman
Block0a – MMA : 1R
Block0b – MMA : 1R
Block1 – Tavern : 195MSW

Camp L7 : 70 Horseman, 70 Desert Marksman, 1 Snooty Thief
Attack1 – Major : 48MSW, 112AMR, 110MMR

Send Block0a and Block0b to weaken camp 6.
Then send Block1 followed by Attack1 on drumbeat

Loss 48MSW

Details of block timing ::

Block from P1

Camp 1-L3	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		60sec	180-280 sec	240sec	
Block 2	70Sec 6 steps delay	171Sec	100-140 sec	271sec	
Kill L3	177Sec 7 steps delay	186sec	20 sec		206sec
				Min : 240sec	Max : 206sec

Block from P2

Camp 4-L5	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 4		47sec	120-260sec	167sec	
Kill L5	53sec	105sec	30 sec		135sec
				Min : 167sec	Max : 135sec

Block from P3

Camp 6-L7	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 6		87sec	10sec + 140-260sec	237sec	
Kill L7	95sec	130sec	60 sec		190sec
				Min : 237sec	Max : 190sec

Block from P4

Camp 8 will not intercept until generals pass sector-border.

Camp 8-L11	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 8		21 sec	200-340 sec	221sec	
Kill 9	30 sec	68 sec	40 sec		108 sec
Block 10	81 sec	141 sec	60 sec	201sec	
Kill L11	144 sec	153 sec	30 sec		183 sec
				Min : 201 sec	Max :184 sec

Block from P5

Camp 15-L16	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 15		133 sec	120-220 sec	253 sec	
Kill L16	139 sec	230 sec	20 sec		250 sec
				Min : 253 sec	Max :250 sec