

Mission : Ali Baba and the Second Thief

Version : 29/9-2018

Units needed : 1 My_Major, 1 My_Anslem, 2 My_Nusala, 1 My_Vargus, 1 My_Mary, 1 MMA, 4 Tavern (1-up for My_Nusala)
2R, 170B, 420SW, 425MSW, 127KN, 100AMR, 376MMR, 124BES

Loss :

2R, 170B, 417SW, 95MSW, 65KN

XP : ??

Skills on My ... generals :

(19/9-2018)

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)

My_Charge_MMA : 3 jog, 3 First Aid, 3 Juggernaut, 3 Rapid Fire, 3 Unstoppable Charge (15)

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 *****

L3 left standing untill lootspotter has got a kill (setup under sector 4)



Camp 1 : 80 Sword Clasher, 70 Horseman, 70 Dune Marksman
Block1 – Tavern : 1R

Camp L2 : 100 Desert Marksman, 100 Mounted Bowman, 1 Grumpy Parrot
Attack1 – My_Vargus : 56MSW, 139MMR

Send Block1, followed by Attack1 on Drumbeat

Loss : 1R, 56MSW

Sector 2 (map position P2)

Camp 4-L9 *****



Camp 4 : 70 Sword Wielder, 70 Desert Marksman, 70 Stone Cannon
Wave1 – My_Nusala : 110B
Wave2 – My_Major : 285MMR

Loss : 110B

Camp L5 : 90 Sword Clasher, 90 Mounted Bowman, 1 Sneaking Thief
My_Vargus : 42SW, 153MMR
(My_Vargus : 25MSW, 170MMR (25MSW))

Loss : 41SW

Send My_Mary on Camp L7 – will be intercepted by Camp 6 and kill it

Camp 6 : 100 Horseman, 30 Desert Marksman, 100 Stone Cannon
My_Mary : 39MSW, 176MMR

Camp L7: 150 Stone Cannon, 1 Grayed Thief
My_Mary : 176MMR

Loss : 39MSW

Camp 8 : 220 Sword Clasher

Attack1 – MMA : 1MMR (with at least 1 first aid)

Attack1b – My_Mary : 215MMR

(Attack1 – My_Major : 225MMR – Attack1b not needed)

Camp L9 : 80 Dune Marksman, 80 Mounted Bowman, 1 Greedy Thief

Attack2 – My_Vargus : 35SW, 160MMR

(Attack2 – My_Vargus : 21MSW, 174MMR (21MSW))

Loss : 34SW

Send Attack1, followed by Attack1b (if needed) and Attack2 on Drumbeat

If Camp 8 is killed before attack on Camp L9 is started then attack route will be different and

Attack2 will be intercepted by camp zz.

Sector 3 (map position P3)

Camp 10-L14 *****



Camp 10 : 80 Sword Wielder, 80 Horseman, 80 Desert Marksman
Block1 : 1R

Camp L11 : 1 Shrewd, 1 Treacherous Thief
Attack1 – My_Mary : 4SW, 211MMR
(Attack1 – My_Mary : 2MSW, 213MMR (1R, 2MSW))

Then send Block1 followed by Attack1 on drumbeat

Loss : 1R, 3SW

Camp 12 : 70 Sword Clasher, 70 Horseman, 90 Mounted Bowman
Block2 – Tavern : 170MSW, 30MMR (140-300)

Camp 13 : 100 Sword Wielder, 120 Horseman
Block3 – Tavern : 160MSW, 40AMR (140-160)

Camp L14 : 90 Horseman, 1 Mysterious Thief, 1 Grayed Thief, 1 Scarred Thief
Attack2 – My_Anslem : 37SW, 6KN, 122BES
(Attack2 – My_Anslem : 22MSW, 6KN, 137BES) 22MSW, 6KN))

Then send Block1 followed by Block2 and Attack1 on drumbeat
!! notice Block2 is placed behind Block3 !!

Loss : 36SW, 6KN

Sector 4 (map position P4)

Camp 15-L18 *****

Camp 15 : 100 Sword Master, 100 Dune Marksman
Wave1 – My_Nusala : 60B
Wave2 – My_Major : 15SW, 270MMR
(Wave2 – My_Major : 9MSW, 276MMR (60B, 8MSW))

Loss : 60B, 14SW

Camp 16 : 80 Sword Wielder, 80 Horseman, 70 Mounted Bowman
My_Major : 71SW, 90KN, 124BES
(My_Major : 41MSW, 122KN, 122BES (41MSW, 59KN))

Loss : 70SW, 59KN

Camp L17 : 80 Sword Wielder, 100 Horseman, 1 Sneaking Thief
My_Anslem : 65SW, 100AMR
(My_Anslem : 36MSW, 129AMR (36MSW))

Loss : 65SW

Let lootspotter attack a camp Y – first-attack general with 1R will get kill
or camp X with general and 10Cavalry.

Camp L3 : 90 Sword Wielder, 100 Horseman, 1 Snooty Thief
My_Anslem : 85SW, 80AMR
(My_Anslem : 46MSW, 100AMR, 19MMR (45MSW))

Loss : 84SW

Camp L18 : 80 Dune Marksman, 1 Sneaking Thief, 1 Greedy Thief, 1 Oasis Guardian
My_Major : 70SW, 215MMR
(My_Major : 42MSW, 243MMR (42MSW))

Loss : 70SW

Details of block timing ::

Block from P1

Camp 1-L2	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		80sec	20sec	100sec	To attack !
Kill L2	83sec	95sec	xx		95sec
				Min : 95sec	Max : 95sec

Block from P2

Camp 10-L11	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 10		100sec	20sec	120sec	Exit intecept.
Kill L11	106sec	116sec	xx		116sec
				Min : 120sec	Max : 116sec

Block from P3

Camp 12-L14	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 12		90sec	140-300sec	230sec	
Block 13		95sec	140-160sec	235sec	
Kill L14	101sec	146sec	20 sec		166sec
				Min : 230sec	Max : 166sec