

Mission : Ali Baba and the Treasure of Knowledge

Version : 27/12-2019

Units needed :

My_Gemini, My_Steadfast, My_Younger_Gemini(3), My_Anslem, My_Nusala(2),
My_Vargus, My_Medic, My_Boris, My_MMA, My_Mary, 4 Tavern
(for speed : extra My_Major1, My_Major2, My_Steadfast, My_Mary)
1 ROA
308R, 100Cav, 1164SW, 6MRK, 746KN, 304MSW, 150AMR, 295MMR, 160BES
(Bring extra AMR (400+) and 1200MMR to make it faster)

Loss :

308R, 100Cav, 1164SW, 6MRK, 675KN, 163MSW

XP : 416k (556k with 50% extra)

Needed/loss only valid for setup with my generals

Skills on My ... generals :

(20/12-2019)

--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_Gemini : 3 jog, 3 First Aid, 3 Overrun, 1 Sniper Training, 2 Battle Frenzy, 3 Unstoppable Charge, 2 Weekly Maintenance, 3 Garrison Annex, Master Planer (21)

--My_Younger_Gemini : 3 Jog, 3 First Aid, 3 Rapid Fire, 3 Overrun, 2 Battle Frenzy, 3 Just a flesh wound, 3 Garrison Annex, 1-up (21)

--My_Ansllem : 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, 2 Weekly Maintenance, 3 Garrison Annex, Master Planner (21)

--My_MMA : 3 jog, 3 First Aid, 3 Juggernaut, 3 Rapid Fire, 3 Unstoppable Charge, 2 Flesh Wound, 3 Garrison Annex, 1-up (21)

-- My_Boris : 3 Jog, 3 First Aid, 3 Overrun, 1 Hostile Takeover, 3 Unstoppable Charge, 3 Fast Learner, 1 Battle Frenzy, 3 Garrison Annex, Master Planner (21)

--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)

--My_Steadfast : 3 Jog, 3 First Aid, 1 Juggernaut, 3 Overrun, 3 Battle Frenzy, 3 Just a flesh wound, 1 Weekly Maintenance, 3 Garrison Annex, 1-up (21)



Sector 1 (map position P1)

Camp 1-L14 *****

Camp 1 – 100 Desert Marksman, 30 Mounted Bowman, 100 Stone Cannon

My Boris : 195KN

My_Major2 : 285KN (26KN)

Major : 41MRK !!, 229MMR (41MRK)

Loss : 19KN

Camp 2 - 100 Dune Marksman, 120 Mounted Bowman

My Vargus : 51SW, 144MMR

Major : 270KN (101KN)

Loss : 50SW

Camp 3 - 40 Sword Clasher, 100 Horseman, 100 Desert Marksman

My Boris : 31SW, 1MSW, 158MMR

Major : 39MSW, 231MMR (38MSW)

Loss : 31SW

Leader L4 - 100 Sword Clasher, 100 Horseman, 1 Smart Thief

My Anslem : 37SW, 118MMR, 10BES

My_Boris : 31SW, 1MSW, 158MMR (31SW)

Major : 39MSW, 220MMR (38MSW)

Loss : 37SW

send attack on Camp 6 (210MMR) – will be intercepted by and kill Camp 5

Camp 5 – 100 Sword Clasher, 110 Desert Marksman

Camp 6 – 70 Dune Marksman, 70 Desert Marksman, 70 Stone Cannon

My Mary (Any 210+ General) : 210MMR

Loss : 0

Camp 7 – 70 Sword Wielder, 70 Desert Marksman, 80 Mounted Bowman

My Steadfast : 235KN

My_Vargus : 81MSW, 114AMR!! (80MSW)

Wave 1 – MMA : 220Cavalry :: Wave 2 – Major : 170KN, 100BES (220Cavalry, 167KN)

Loss : 92KN

!!! Attack on camp 12, 13 and L14 can be initiated

Camp 8 - 70 Sword Clasher, 80 Horseman, 80 Dune Marksman

Any 220+ General (My Mary) : 53SW, 162MMR

Any General (Mary) : 32MSW, 158MMR (32MSW)

Loss : 52SW

Camp 9 - 120 Sword Wielder, 120 Stone Cannon

My Major1 : 26SW, 120AMR, 139MMR

Major : 23MSW, 120AMR, 127MMR (22MSW)

Loss : 25SW

Camp 10 - 80 Horseman, 80 Desert Marksman, 80 Stone Cannon

My Boris : 25SW, 1MSW, 164MMR

Major/Veteran : 52SW, 80AMR, 118MMR (52SW)

(Veteran : 32MSW, 200MMR (30MSW)

MMA : 36MSW, 65AMR, 119MMR (35MSW))

Loss : 25SW

Leader L11 - 80 Sword Master, 100 Horseman, 1 Shrewd Thief

My Anslem : 65SW, 80AMR, 20MMR

Major : 66MSW, 204AMR!! (65MSW)

Loss : 64SW

Camp 12 - 120 Sword Clasher, 130 Desert Marksman

My Steadfast : 190MMR

Veteran : 250MMR

My_Boris : 160MMR

Loss : 0



Camp 13 - 70 Sword Clasher, 70 Sword Master, 90 Desert Marksman
Block1 – Tavern : 1R

Leader L14 - 80 Sword Wielder, 70 Horseman, 1 Scarred Thief

Attack1 – My Gemini : 48SW, 1MSW, 6MRK, 210MMR, 30BES

Attack1 – Major : 51SW, 6MRK, 188MMR, 40BES

Attack1 – Major : 34MSW, 6MRK, 155MMR, 75BES (1R, 33MSW, 6MRK)

Loss : 1R, 48SW, 6MRK

Send Block1 – then Attack1 on Drumbeat (CLOSE – so ON Drumbeat)

Sector 2 (map position P2)

Camp 15-L23 *****

(Down)

Camp 15 - 100 Sword Master, 120 Desert Marksman

My Steadfast : 235KN

Wave 1 - ASSASSIN

Wave 2 - My_Major : 15SW, 270MMR

Wave 2 - Major : 11MSW, 259MMR (11MSW)

Wave 2 – My_Boris : 15SW, 180MMR

*** if ASSA kills Sword Masters then use MARY with 200MMR (0) ***

Loss : 71KN

Camp 16 - 70 Sword Wielder, 70 Mounted Bowman, 70 Stone Cannon

My Steadfast : 17SW, 218KN

My_Vargus : 38MSW, 140AMR, 17MMR

Wave 1 – MMA : 220MSW – Wave 2 : Major : 270KN (220MSW, 158KN)

Loss : 16SW, 59KN

Camp 17 - 80 Sword Master, 90 Horseman, 70 Stone Cannon

My Steadfast : 83SW, 1MSW, 151MMR

Major : 101SW, 160AMR, 24MMR

(Major : 60MSW, 160AMR, 50MMR (58MSW))

Loss : 83SW

(Right)

Camp 18 - 70 Sword Clasher, 70 Horseman, 70 Dune Marksman, 30 Mounted Bowman

My Vargus : 56SW, 139MMR

Wave 1 – MMA : 220Cavalry –

Wave 2 – Any General : 26MSW, 154KN, 20BES (220Cavalry, 26MSW, 41KN)

Major : 270KN (191KN)

Loss : 55SW

Camp 19 - 70 Sword Wielder, 80 Dune Marksman, 80 Mounted Bowman

My Steadfast : 10SW, 1MSW, 224KN

My_Boris : 47MSW, 148KN

My_Major : 120SW, 97KN, 68BES (119SW, 67KN)

Major : 71MSW, 86KN, 113BES (71MSW, 86KN)

Loss : 10SW, 68KN



Camp 20 - 40 Sword Wielder, 70 Desert Marksman, 90 Stone Cannon
Block1 – Tavern : 57MSW, 143AMR

Leader L21 - 80 Horseman, 80 Mounted Bowman, 1 Shrewd Thief
Attack1 – Anslem : 29SW, 50KN, 86BES
My_Boris : 26SW, 169KN (25-33)
Attack1 – Major/Veteran : 32MSW, 218KN (31MSW, 67KN)

Camp 22 - 50 Sword Master, 90 Dune Marksman, 60 Mounted Bowman
Block2 – Tavern : 1R
Block3 – Tavern : 200MSW

Leader L23 - 90 Sword Wielder, 100 Horseman, 1 Treacherous Thief
Attack2 – My_Gemini : 47MSW, 198MMR, 50BES
Attack2 – My_Major1 : 50MSW, 165MMR, 70BES
Attack2 – Major : 57MSW, 83MMR, 130BES (56 MSW)

Loss : 1R, 28SW, 47MSW, 35KN

Send Block1 on Camp 20
when Block1 is at O (maybe a bit later) – send Attack1 on Leader L21
when Attack1 is at X – send Block2 on Camp 22, followed by Attack2 on Leader L23 and
Block3 on Camp 22 on Drumbeat

Sector 3 (map position P3)

Do camp L29-L32 now (camp 24-28 can be attacked from position P4)
(**But check than camps 26-28 dont are not changed back to intercept**)

Leader L29 - 100 Horseman, 100 Sword Wielder, Greedy Thief

Wave1 – My MMA : 100Cav

Wave2 – My Gemini : 41MSW, 94KN, 160BES

Wave 1 – MMA : 220Cavalry

Wave 2 – MMA : 150SW

Wave 3 – Major : 30MSW, 230AMR!! (220Cavalry, 150SW, 30MSW)

Loss : 100Cav, 41MSW, 62KN

Camp 30 - 250 Sword Clasher

My Boris : 195MMR

My_Major : 285MMR

(Major : 4MSW, 266MMR (4 MSW))

Loss : 0



Camp 31 -80 Sword Wielder, 70 Horseman, 80 Desert Marksman
Block1 – Tavern : 200 MSW

Leader L32 - 100 Sword Clasher, 100 Mounted Bowman, 1 Mysterious Thief
Attack1 – My_Vargus : 55SW, 120MMR, 20BES
Attack1 – Major : 20MSW, 220KN, 30BES (16MSW, 84KN))

Loss : 54SW

Send Block1, Then Attack1 on Drumbeat

Sector 4 (map position P4)

Camp 24-L28 *****

Camp 24 - 60 Sword Master, 80 Horseman, 80 Desert Marksman

Wave1 – My Younger Gemini : 150R

Wave2 – My Steadfast : 5SW, 1MSW, 229MMR

Wave1 – MMA : 1R

Wave2 – My_Vargus : 92MSW, 103AMR!!

Wave 1 – MMA : 220Cavalry

Wave 2 – MMA : 220Cavalry

Wave 3 – Major : 10MSW, 160KN, 100BES (440Cavalry, 8MSW, 140KN)

!! Be carefull with spacing – risk of Camp 20 intercepting !!

Loss : 150R, 5SW

Camp 25 -100 Sword Wielder, 40 Mounted Bowman, 100 Stone Cannon

My Steadfast : 34SW, 201KN

My_Vargus : 42MSW, 143AMR, 10MMR

Wave 1 – MMA : 220Cavalry

Wave 2 – Major : 24MSW, 11MRK, 100AMR, 135MMR (220Cavalry, 23MSW, 11MRK)

Wave 1 – MMA : 220Cavalry

Wave 2 – MMA : 25MSW, 11MRK, 100AMR, 84MMR (220Cavalry, 24MSW, 11MRK)

Loss : 33SW, 34KN

Leader L33 - 120 Desert Marksman, 100 Stone Cannon, 1 Mysterious Thief

My Boris : 12SW, 1MSW, 182MMR

Major : 14SW, 256MMR (13SW)

Loss : 12SW

Camp 26 - 90 Sword Wielder, 40 Mounted Bowman, 90 Stone Cannon

My Steadfast : 23SW, 212KN

My_Vargus : 64SW, 131AMR

Wave 1 – MMA : 220Cavalry

Wave 2 – major : 19MSW, 11MRK, 90AMR, 150MMR (220Cavalry, 18MSW, 11MRK)

Loss : 23SW, 35KN

Camp 27 - 100 Horseman, 100 Stone Cannon

My Mary : 65SW, 100AMR, 50MMR

Any General : 40MSW, 100AMR, 60MMR *** use Mary for extra XP *** (39MSW)

Loss : 65SW

Camp 28 - 80 Sword Wielder, 90 Dune Marksman, 70 Stone Cannon

Wave1 – My Younger Gemini : 1R

Wave2 – My Gemini : 295MMR

Wave1 – MMA : 220Cavalry

Wave2 – Major : 30MSW, 240AMR!! (220Cavalry, 28MSW)

Loss : 1R

Camp 34-L38 *****

Camp 34 - 40 Sword Clasher, 50 Sword Wielder, 50 Horseman, 100 Stone Cannon

My Gemini : 45SW, 150AMR, 100MMR

My Steadfast : 41SW, 1MSW, 193MMR

My_Major : 28MSW, 150AMR, 92MMR (27MSW)

Loss : 44SW

Leader L35 - 100 Sword Clasher, 100 Stone Cannon, 1 Smart Thief

My Boris : 195MMR

My_Major : 285MMR

Veteran : 4MSW, 100AMR, 116MMR (4MSW)

Loss : 0



Camp 36 - 90 Horseman, 40 Sword Clasher, 90 Desert Marksman
Block1 – Tavern : 189MSW

Leader L37 - 90 Horseman, 90 Stone Cannon, 1 Scarred Thief
Attack1 – My Vargus : 57SW, 138MMR
Attack1 – Major : 35MSW, 6MRK, 229MMR (35MSW, 6MRK)

Leader L38 - 90 Horseman, 90 Dune Marksman, 1 Smart Thief
Attack2 – My Anslem : 30SW, 135MMR
Attack2 – Anslem : 35MSW, 235MMR (34MSW)

Loss : 57+30SW

Send Block1, then Attack1 and Attack2 on Drumbeat

Sector 5 (map position P5)

Camp 39-L42 *****

Leader L39 - 110 Horseman, 100 Dune Marksman, 1 Grayed Thief

My Boris : 35SW, 1MSW, 159MMR

My_Anslem : 37SW, 105MMR (36SW)

Major : 43MSW, 227MMR (42MSW)

Loss : 35SW

Leader L40 - 3 Hungry Blossom, 3 Fierce Blossom, 3 Bulbous Blossom

ROA



Camp 41 - 90 Sword Wielder, 80 Horseman, 50 Dune Marksman

Block1 – Tavern : 140MSW, 60AMR

Leader L42 - 90 Sword Wielder, 90 Mounted Bowman, 1 Silly Thief

Attack3 - My Gemini : 73SW, 1MSW, 131KN, 90BES

Wave 1 and Wave 2 – MMA : 1 R

Wave 3 – Major : 63 MSW, 67 KN, 140 BES (2R, 63 MSW, 67 KN)

Loss : 73SW, 76KN

Send Block1

When Block 1 reach position marked with 'x' then send Attack1, Attack2, Attack3 on Drumbeat. (using My Gemini dont wait but send on Drumbeat from Attack3)

Sector 6 (map position P6)

Camp 43-L2 *****

Camp 43 - 120 Horseman, 120 Dune Marksman

My Boris : 38SW, 1MSW, 156MMR

Anslem : 40SW, 110MMR (40SW)

Any General : 47MSW, 110MMR (45MSW)

Loss : 38SW

Camp 44 - 120 Sword Wielder, 130 Mounted Bowman

Wave 1 – My Nusala : 1R

Wave 2 – My Vargus : 72MSW, 123AMR!!

Wave 1 – MMA : 220SW

Wave 2 – Major : 8MSW, 152KN, 110BES (220SW, 7MSW, 93KN)

Loss : 1R, 71MSW

Camp 45 - 90 Sword Wielder, 90 Mounted Bowman, 50 Dune Marksman

Wave1 – My Younger Gemini : 155R

Wave2 – My Boris : 195KN

Wave 1 – My_Anslem : 165R

Wave 2 – MMA : 1R

Wave 3 – My_Vargus : 73SW, 90AMR!! 32MMR

Wave 1 – MMA : 220Cavalry

Wave 2 – Major : 12MSW, 182KN, 76BES (220Cavalry, 11MSW, 133KN)

Loss : 155R, 44KN

Camp 46 - 220 Sword Wielder

My Gemini : 49SW, 1MSW, 245MMR

My Major : 56SW, 229MMR

Major : 48MSW, 222MMR (48MSW)

Loss : 49SW

Camp 47 - 60 Sword Master, 70 Sword Wiedler, 70 Horseman

My Steadfast : 74SW, 1MSW, 160MMR

My Major : 83SW, 70AMR, 132MMR

Major : 52MSW, 90AMR, 148MMR (52MSW)

Loss : 74SW

Camp 48 - 130 Sword Clasher, 120 Desert Marksman

Major/Veteran : 250MMR or My Steadfast : 235MMR or My Boris : 195MMR

Loss : 0

Leader L49 - 100 Horseman, 80 Dune Marksman, 1 Sneaking Thief, 1 Library Golem

Wave1 – My Medic : 80KN

Wave2 – Vargus : 48SW, 25MMR, 122BES

Wave 1 – MMA : 100KN

Wave 2 – MMA : 220R

Wave 3 – Major : 90KN, 180BES (220R, 187KN)

Loss : 80KN, 47SW

Details of block timing ::

Block from P1

Camp 13-L14	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 13		516 sec	20 sec	536 sec	
Kill L14	519 sec	534 sec	20 sec		534 sec
				Min : 536 sec	Max : 534 sec

Block from P2

Camp 20-L23	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 20		179 sec	100-240 sec risk of 80 sec	279 sec	
Kill L21	182 sec	220 sec	20 sec		240 sec
Block 22		196 sec	80 sec	276 sec	
Kill L23	202 sec	227 sec	40 sec		267 sec
				Min : 276 sec	Max : 267 sec

Only 6/10000 risk of block on camp 20 is 80 sec

Block from P3

Camp 31-L32	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 31		337 sec	80 sec	417 sec	
Kill L32	339 sec	370 sec	30 sec		400 sec
				Min : 417 sec	Max : 400 sec

Block from P4

Camp 36-L38	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 36		347 sec	80 sec	417 sec	
Kill L37	353 sec	370 sec	30 sec		400 sec
Kill L38	353 sec	415 sec			
				Min : 417 sec	Max : 400 sec

Block from P5

Camp 41-L42	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 41		384 sec	120-140 sec	504 sec	
Kill L42	390 sec	425 sec	60 sec		485 sec
				Min : 504 sec	Max : 485 sec