

Mission : Ali Baba and the Treasure of Wisdom

Version : 23-10-2019

Units needed :

2 ROA, 1 My Major, 1 My Anslem, 1 My Nusala (x2), 1 My Vargus, 1 My Mary,
5 MMA, 3 Tavern

2R, 60B, 6MRK, 569SW, 390KN, 391MSW, 268AMR, 244MMR, 126BES

Loss :

2R, 60B, 6MRK, 569SW, 166KN, 74MSW

**** MMR used for suicides if generals have 'First Aid' else extra R ****

XP : 360k

Skills on My ... generals :

(24/9-2019)

--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_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, 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)



First sector (map position P1)

Camp 1-L9 *****

**** Use Mary for extra XP**

Camp 1 : 100 Sword Clasher, 100 Dune Marksman

Any General : 160MMR

Loss : 0

Camp L2 : 100 Sword Master, 100 Dune Marksman, Snooty Thief

Wave 1 – Nusala(1) : 60B

Wave 2 – My Anslem : 39SW, 126BES

Wave1 – MMA : 220Cav

Wave2 – Major : 68MSW, 27AMR, 175BES (220Cav, 67MSW)

Loss : 60B, 38SW

Camp 3 : 100 Mounted Bowman, 100 Sword Clasher

My Boris : 195KN

My_Vargus : 43SW, 132MMR, 20BES (42SW)

Major : 210KN, 60BES (25MSW)

Loss : 42KN

Camp 4 : 80 Sword Clasher, 80 Horseman, 50 Dune Marksman

My Mary : 52SW, 163MMR

Any General : 32 MSW, 155 MMR (31MSW)

Loss : 51SW

**** Attack has to be from low in P1a or general will take wrong route**

Camp 5 : 60 Mounted Bowman, 60 Sword Wielder, 60 Stone Cannon

My Vargus : 27MSW, 120AMR!!, 48MMR

Major : 78MSW, 80KN, 112BES (78MSW, 53KN)

Loss : 26MSW

Double blocks on camps 6 to L9 !!



Camp 6 : 100 Dune Marksman, 120 Horseman
Block1 – Tavern : 195MSW, 3KN

Camp L7 : 200 Stone Cannon, Silly Thief
Attack1 – My Mary : 27SW, 188AMR!!!
Attack1 – Veteran/Major : 17MSW, 233AMR !! (16MSW)

Camp 8 : 70 Mounted Bowman, 70 Sword Clasher, 70 Horseman
Block2 – Tavern : 196MSW

Camp L9 : 80 Horseman, 80 Stone Cannon, Smart Thief
Attack2 – My Anslem : 30SW, 80AMR!., 55MMR
Attack2 – Major : 32MSW, 238MMR (32MSW)

Send Block1 – then on drumbeat Attack1, Block2, Attack2

Loss : 55SW

Second sector (map position P2)

Camp 10-L15 *****

Camp 10 : 80 Sword Clasher, 80 Dune Marksman, 80 Horseman

My Boris : 25SW, 1MSW, 169MMR

My_Mary : 52SW, 163MMR (51SW)

Major : 52SW, 218MMR (52SW)

Loss : 25SW

(-26SW)

Camp 11 : 110 Sword Master, 100 Stone Cannon

My Major : 37SW, 100AMR!!, 148MMR

Major : 27 MSW, 100 AMR !!, 143 MMR (26MSW)

Loss : 36SW

**** Use Mary for extra XP**

Camp L12 : 90 Dune Marksman, 90 Stone Cannon, Grayed Thief

Any General : 140MMR

Loss : 0



Camp 13 : 90 Desert Marksman, 80 Sword Wielder, 90 Horseman

Block1 – Tavern : 1R

Block2 – Tavern : 1R

Camp L14 : 110 Mounted Bowman, 110 Sword Clasher, Sneaking Thief

Attack1 – My Vargus : 50SW, 105MMR, 40BES

Attack1 – Major : 220KN, 50BES (101KN)

Camp L15 : 100 Horseman, 100 Stone Cannon, Scarred Thief

Attack2 - My Anslem : 20MSW, 6MRK, 139MMR

Attack2 – Veteran/Major : 39MSW, 6MRK, 225MMR (38MSW, 6MRK)

Send Block1 – then on Drumbeat Block2, Attack1 and Attack2

Loss : 49SW, 20MSW, 6MRK

Third sector (map position 'P3')

Camp L16-L17 *****

Camp L16 : Large Stone Statue, 2 Mysterious Thief
ROA

Camp L17 : Mossy Stone Statue, 2 Smart Thief
ROA

Fourth sector (map position P4)

Camp 18-L21 *****

Camp 18 : 100 Horseman, 100 Desert Marksman, 50 Mounted Bowman

My Boris : 195KN

My_Vargus : 54MSW, 141MMR (53MSW)

Wave1 - Any General : 110KN

Wave2 – Major : 270KN (163KN)

Loss : 81KN

Camp L19 : 200 Stone Cannon, 1 Silly Thief, 1 Greedy Thief

My Major : 27SW, 258AMR !!

Wave 1 – Any General : 35B

Wave 2 – Major : 16MSW, 254AMR !! (35B, 15MSW)

Loss : 26SW

** use Mary for XP **

Camp L20 : 230 Dune Marksman, 1 Sneaking Thief

Any General : 4SW, 100MMR

Loss : 3SW

Camp L21 : 100 Mounted Bowman, 120 Horseman, 1 Treacherous Thief

My Anslem : 45SW, 55KN, 65BES

Major : 52MSW, 85KN, 133BES (52MSW, 85KN)

Loss : 44SW, 43KN

Fifth sector (map position P5)

Camp 22-L25 *****

Camp 22 : 250 Stone Cannon
Veteran/Major : 250AMR !!

Loss : 0

Camp L23 : 90 Mounted Bowman, 90 Desert Marksman, 1 Sneaking Thief
Vargus : 42SW, 153MMR
Manor : 210KN, 60BES (82KN)

Loss : 41SW



Camp 24 : 150 Sword Clasher, 100 Sword Wielder
Block1 – Tavern : 171MSW, 29MMR

Camp L25 : 60 Horseman, 60 Dune Marksman, 60 Desert Marksman, Mysterious Thief
Attack1 – My Anslem : 27SW, 138MMR
Attack1 – Major : 32MSW, 238MMR (32MSW)

Send Block1 – then on Drumbeat Attack1

Loss : 26SW

Camp 26 : 130 Mounted Bowman, 120 Dune Marksman

My Vargus : 55SW, 140MMR

Major : 270KN (109KN)

Loss : 54SW

Camp L27 : 120 Horseman, 100 Stone Cannon, Snooty Thief

Wave1 – Boris : 1MMR (First Aid !)

Wave2 – My Major : 94SW, 191AMR!!

Major : 74MSW, 36AMR !!, 160MMR (74MSW)

Loss : 93SW

Camp L28 : 80 Sword Wielder, 80 Horseman, 80 Dune Marksman, Sneaking Thief

My Nusala(2) : 1MMR + 5*MMA : 1MMR (First Aid !)

My Anslem : 29MSW, 65AMR!!, 71MMR

Wave1 – MMA : 220Cav

Wave2 – Major : 49MSW, 81MMR, 140BES (220Cav, 49MSW)

Loss : 28MSW

Details of block timing ::

Block from P1

Camp 6-L9	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 6		281 sec	80-120 sec	361 sec	
Kill L7	288 sec	319 sec	30-40 sec		359 sec
Block 8		255 sec	140-180 sec	395 sec	
Kill L9	265 sec	309 sec	20-30 sec		339 sec
				Min : 361 sec	Max : 359 sec

Block from P2

Camp 13-L15	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 13a (1R)		232 sec	40 sec	272 sec	
Block 13b (1R)		240 sec	xxx		
Kill L14	240 sec	258 sec	xxx		258 attack
Kill L15	241 sec	267 sec	xxx		267 exit
				Min : 272 sec	Max : 267 sec

Block from P5

Camp 24-L25	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 24		126 sec	180-240 sec	306 sec	
Kill L25	136 sec	154 sec	30 sec		184 sec
				Min : 306 sec	Max : 184 sec