

Mission : Ali Baba The Young Woodcutter

Version : Level 55 - 20/2-2020

Units needed :

My_Gemini, My_Younger_Gemini(3), My_Anslem, Steadfast and 3 Tavern
381R, 10M, 690SW, 400MSW, 529KN

Loss :

381R, 10M, 488SW, 88KN

XP : ?

Skills :

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_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)



Sector 1 (map position P1)

Camp 1-L3 *****



Camp 1 : 180 Sword Wielder

Block1 – Tavern : 200MSW

Camp 2 : 110 Desert Marksman, 100 Stone Cannon

Wave1 – STF : 2SW, 218KN

Camp L3 : 120 Horseman, 80 Desert Marksman, 1 Schrewd Thief

Attack2 – My Gemini : 75SW, 220KN

Send Block1 followed by Wave1 and Attack2 on drumbeat (Attack1 not needed)

Loss : 76SW, 11KN

2SW + 4KN (2+5)

51SW (72)

Sector 2 (map position P2)

Camp 4-L8 *****

Camp 4 : 80 Sword Wielder, 80 Mounted Bowman

My Anslem : 165SW (66SW)

Gemini : 285SW (99SW)

Loss : 66SW

55SW (61)



Camp 6 : 150 Sword Master

Block1 – Tavern : 200MSW

Camp 7 : 70 Sword Wielder, 70 Horseman, 50 Dune Marksman

Block2a – Tavern : 1R

Block2b – Tavern : 200MSW

Camp L8 : 80 Horseman, 90 Dune Marksman, 1 Greedy Thief

Attack1 – My Gemini : 52SW, 243KN

Send Block1 followed by Block2a, Block2b and Attack1 on drumbeat

Loss 1R, 52SW

34SW (1R,48)

Sector 3 (map position P3)

Camp 9-L12 *****

Camp 9 : 90 Sword Clasher, 80 Mounted Bowman

Gemini : 295KN

STF : 220KN

Loss : 68KN 44SW(63)



Camp 10 : 70 Sword Wielder, 70 Horseman

Block1 – Tavern : 200MSW

Camp 11 : 90 Sword Clasher, 90 Stone Cannon

Attack1 – STF : 220KN

Attack1 – Gemini : 80SW, 200KN

Camp L12 : 80 Horseman, 80 Dune Marksman, 1 Mysterious Thief

Attack2 - My Gemini : 65SW, 230KN

Attack2 – STF : 65SW, 155KN

Attack2 - Gemini : 80SW, 200KN (78SW)

Loss : 0 + 65SW 43SW (61)

Send Block1 followed by Attack1 and Attack2 on drumbeat

Sector 4 (map position P4)

Camp 13-L16 *****

Camp 13 : 70 Sword Master, 50 Horseman, 60 Dune Marksman

Wave1 – My Younger Gemini : 80R

Wave2 – My Gemini : 8SW, 1MSW, 286KN

Loss : 80R, 8SW 8R 5SW (80, 8)



Camp 15 : 70 Sword Wielder, 70 Horseman

Block1 – Tavern : 126MSW

Camp L14 : 90 Sword Clasher, 80 Horseman, 1 Treacherous Thief

Attack1 – My Gemini : 58SW, 1MSW, 236KN

Camp L16 : 90 Horseman, 90 Desert Marksman, 1 Smart Thief

Attack2 – STF : 64SW, 1MSW, 155KN

Send Block1 followed by Attack1 and Attack2 on drumbeat

Loss : 58SW+64SW

54SW + 36SW (64+51)

Sector 5 (map position P5)

Camp 17-L20 *****

Camp L17 : 90 Sword Wielder, 70 Horseman, 20 Mounted Bowman

Wave1 – My Younger Gemini : 145R, 10M

Wave2 – My Gemini : 6SW, 1MSW, 288KN

Loss : 145R, 10M, 6SW, 9KN

132R, 9M, 4SW, (145,10,6)

Camp L18 : 100 Desert Marksman, 100 Stone Cannon

STF : 220KN

Loss : -



Camp 19 : 50 Sword Wielder, 70 Sword Master, 40 Desert Marksman
Block1 – Tavern : 200MSW

Camp L20 : 90 Horseman, 90 Desert Marksman, 1 Smart Thief
Wave1 – My Younger Gemini : 155R
Attack1 – My Gemini : 295SW
Wave1 – STF : 130KN
Attack1 – My_Gemini : 295SW (130KN, 46SW)

Send Block1

When Block1 has passed position 'X' send Wave1 on drumbeat - send Attack1 following Wave1

***** Block is safe – so better to send Wave1 late (extra 5-10 sec) than to early *****

Loss : 155R, 93SW

141R, 49SW (155,70)

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		73 sec	260-320 sec	333 sec	
Kill 2	80 sec	111 sec	50 sec		161 sec
Kill L3	119 sec	161 sec	30 sec		191 sec
				Min : 333 sec	Max : 191 sec

Block from P2

Camp 6-L8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 6		156 sec	280-360 sec	436 sec	
Block 7	159 sec	250 sec	80-100 sec	330 sec	
Kill L8	260 sec	278 sec	30 sec		308 sec
				Min : 330 sec	Max : 308 sec

Block from P3

Camp 10-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 10		156 sec	160-280 sec	316 sec	
Kill 11	162 sec	250 sec	20 sec		270 sec
Kill L12	257 sec	262 sec	30-40 sec		302 sec
				Min : 316 sec	Max : 302 sec

Small risk of block 10 only 140 sec

Block from P4

Camp 13-L16	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Kill L14		214 sec	80 sec		294 sec
Block 15		166 sec	140-240 sec	306 sec	
Kill L16	172 sec	204 sec	40 sec		244 sec
				Min : 306 sec	Max : 294 sec

Block from P5

*** Wave1 is delayed 5 steps = 19 sec. ***

Camp 19-L20	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 19		93 sec	160-180 sec	253 sec	
Kill L20	96+15 sec	128+15 sec	60 sec		203 sec
				Min : 253 sec	Max : 20 sec