

Mission : Ali Baba The Young Woodcutter

Version : Level 55 - 14/10-2019

Units needed :

Boris, Gemini, Medic, MMA and 4 Tavern (all unskilled)

1R, 280B, 279SW, 400MSW, 770KN

or

Nusala, Gemini, Medic and 4 Tavern (all unskilled)

1R, 340B, 200Cav, 862SW, 470MSW, 382KN

Loss :

With Boris : 1R, 280B, 279SW, 170MSW, 665KN

Without Boris : 1R, 340B, 862SW, 160MSW, 243KN

XP : ?



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 – Tavern : 180B

Attack1 – Gemini : 280KN

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

Attack2 – Boris : 180KN

or Attack2 – Medic : 200MSW

Send Block1 followed by Wave1, Attack1 and Attack2 on drumbeat

Loss Boris : 180B+103KN

Loss Medic : 180B + 113MSW (34MSW revived)

Sector 2 (map position P2)

Camp 4-L8 *****

Camp 4 : 80 Sword Wielder, 80 Mounted Bowman

Boris : 10SW, 170KN

Gemini : 285SW

Loss : 10SW, 69KN

Loss Gemini : 108SW



Camp 6 : 150 Sword Master

Block1 – Tavern : 200MSW

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

Block1a – Tavern : 1R

Block2b – Tavern : 200MSW

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

Attack1 – Boris : 30SW, 150KN

or Attack1 – Gemini : 60SW, 220KN

Send Block1 followed by Block2a, Block2b and Attack1 on drumbeat

Loss Boris : 1R, 25SW, 62KN

Loss Gemini : 1R, 52SW, 62KN

Sector 3 (map position P3)

Camp 9-L12 *****

Camp 9 : 90 Sword Clasher, 80 Mounted Bowman

Boris : 180KN

Gemini : 280KN

Loss Boris : 36KN

Loss Gemini : 68KN

Camp 10 : 70 Sword Wielder, 70 Horseman

Boris : 50SW, 130KN

Gemini : 100SW, 180KN

Loss Boris : 50SW

Loss Gemini : 99SW

Camp 11 : 90 Sword Clasher, 90 Stone Cannon

Boris : 180KN

Gemini : 80SW, 200KN

Loss : 73KN (0-73)

Loss Gemini : 80SW

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

Attack1 – Boris : 40SW, 140KN

Attack1 - Gemini : 80SW, 200KN

Loss : 40SW, 23KN

Loss Gemini : 78SW

Sector 4 (map position P4)

Camp 13-L16 *****

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

Boris : 90MSW, 90KN

Wave1 – Tavern : 200Cav

Wave2 – Gemini : 115SW, 165KN

Loss Boris : 90MSW

Loss Gemini : 200Cav, 115SW



Camp 15 : 70 Sword Wielder, 70 Horseman

Block1 – Tavern : 126MSW

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

Attack1 – Boris : 45SW, 135KN

Attack1 – Gemini : 87SW, 193KN

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

Attack2 – Gemini : 60SW, 220KN

Attack2 – Medic : 200SW

Send Block1 followed by Attack1 and Attack2 on drumbeat

Loss Boris : 44SW+60SW, 44KN

Loss Medic : 87SW + 175SW

Sector 5 (map position P5)

Camp 17-L20 *****

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

Wave1 – MMA : 15KN

Wave2 – Boris : 60SW, 120KN

Wave1 – Gemini : 280SW

Loss Boris : 60SW, 49KN

Loss Gemini : 200SW

Camp L18 : 100 Desert Marksman, 100 Stone Cannon

Wave1 – Medic : 100B

Wave2 – Boris : 180KN

Wave1 – Medic : 160B

Wave2 – Gemini : 280KN

Loss Boris : 100B

Loss Gemini : 160B



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 – Boris : 100KN
Attack1 – Gemini : 280KN
Wave1 – Nusala : 110KN
Attack1 – Gemini : 280KN

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 than to early *****

Loss Boris : 275KN
Loss Nusala : 285KN

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 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

