

# **Mission : Ali Baba The Young Woodcutter**

**Version : 11/10-2019**

## **Units needed :**

1 My\_Boris, 1 My\_Anslem, 1 My\_Nusala, 1 My\_Vargus, 1 Mary, 2 Tavern  
283SW, 373MSW, 128KN, 190AMR, 361MMR, 40BES

## **Loss :**

283SW, 23MSW, 57KN

**XP : 165.895 ( with Mary )**

## **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 )



## Sector 1 ( map position P1 )

### Camp 1-L3 \*\*\*\*\*



Camp 1 : 180 Sword Wielder

Block1 – Tavern : 200MSW

Camp 2 : 110 Desert Marksman, 100 Stone Cannon

Attack1 – Fast General : 215MMR ( Mary )

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

Attack2 – My\_Boris : 23MSW, 172MMR

Attack2 – My\_Anslem : 26MSW, 139MMR ( 25MSW )

Attack2 – Major : 47MSW, 223MMR ( 47MSW )

( \*\*\* may be intercepted by camp 2, and continue when it is destroyed by Attack1 )

Send Block1 followed by Attack1 ( and Attack2 ) ( and Vargus on Camp 4 ) on drumbeat

Loss : 0+23MSW

## Sector 2 ( map position P2 )

### Camp 4-L8 \*\*\*\*\*

Camp 4 : 80 Sword Wielder, 80 Mounted Bowman

My\_Vargus : 58SW, 80AMR, 57MMR

Vargus : 36MSW, 80AMR, 64MMR ( 36MSW )

Loss : 57SW

\*\*\* Gain extra XP by killing this camp with Mary

Camp 5 : 90 Sword Clasher, 100 Desert Marksman

Mary : 200MMR

Loss : 0



Camp 6 : 150 Sword Master

Block1 – Tavern : 200MSW

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

Block2 – Tavern : 150MSW, 40AMR

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

Attack1 – My\_Anslem : 27SW, 138MMR

Attack1 – Major : 31MSW, 239MMR ( 31MSW )

Attack1 – My\_Boris : 25SW, 1MSW, 169MMR ( 25SW )

Send Block1 followed by Block2 and Attack1 on drumbeat

!! Block is safe – for unskilled fast general can be used for Block2 !!

Loss : 26SW

## Sector 3 ( map position P3 )

### Camp 9-L12 \*\*\*\*\*

Camp 9 : 90 Sword Clasher, 80 Mounted Bowman

Vargus : 35SW, 160MMR

Vargus : 21MSW, 159MMR ( 21MSW )

Loss : 35SW



Camp 10 : 70 Sword Wielder, 70 Horseman

Block1 – Tavern : 150MSW, 10AMR

Camp 11 : 90 Sword Clasher, 90 Stone Cannon

Attack1 – Fast General : 90AMR, 110MMR ( Mary )

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

Attack1 – My\_Boris : 25SW, 1MSW, 169MMR ( 25SW)

Attack1 – My\_Anslern : 34SW, 131MMR ( 33SW )

Send Block1 followed by Attack1 and Attack2 on drumbeat

Loss : 25SW

## Sector 4 ( map position P4 )

### Camp 13-L16 \*\*\*\*\*



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

Block1 – Tavern : 164MSW, 36AMR

Camp 15 : 70 Sword Wielder, 70 Horseman

Block2 – Tavern : 126MSW

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

Attack1 – My\_Anslam : 30SW, 135MMR

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

Attack2 – My\_Boris : 28SW, 1MSW, 166MMR

Attack2 – My\_Major : 59SW, 226MMR ( 58SW )

Attack2 – Medic : 68SW, 132MMR ( 45SW(r) )

Send Block1 followed by Block2, Attack1 and Attack2 on drumbeat

Loss : 30+28SW

## Sector 5 ( map position P5 )

### Camp 17-L20 \*\*\*\*\*

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

Wave1 – My\_Nusala(1) : 1MMR

Wave2 – My\_Boris : 37SW, 158KN

Wave2 – My\_Anslem : 45SW, 80KN, 40BES ( 42SW, 17KN )

Loss : 37SW, 17KN

\*\*\* Gain extra XP by killing this camp with Mary

Camp L18 : 100 Desert Marksman, 100 Stone Cannon

Mary : 200MMR

Loss : 0





Camp 19 : 50 Sword Wielder, 70 Sword Master, 40 Desert Marksman  
Block1 – Tavern : 160MSW, 40AMR

Camp L20 : 90 Horseman, 90 Desert Marksman, 1 Smart Thief  
Wave1 – My\_Boris : 40KN  
( Wave2 – My\_Anslem : 1MSW ( First Aid ) not needed !! )  
Attack1 – My\_Vargus : 45SW, 150AMR!!

Send Block1  
When Block1 has passed position 'X' send Wave1 followed by ( Wave2 and then) Attack1 on  
drumbeat  
\*\*\* Block is very safe – so better to send Wave1 late than to early \*\*\*

Loss : 40KN, 44SW

## Details of block timing ::

Block from P1

<b>Camp 1-L3</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 1		73 sec	280-480 sec	353 sec	
Kill 2	80 sec	111 sec	20 sec		132 sec
Kill L3		111+20+28 sec	20 sec		179 sec
				Min : 361 sec	Max : 179 sec

Block from P2

<b>Camp 6-L8</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 6		156 sec	280-360 sec	436 sec	
Block 7	159 sec	250 sec	120-140 sec	370 sec	
Kill L8	260 sec	278 sec	20 sec		298 sec
				Min : 370 sec	Max : 298 sec

Block from P3

<b>Camp 10-L12</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
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

Block from P4

<b>Camp 13-L16</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 13		149 sec	160-200 sec	309 sec	
Kill L14	156 sec	214 sec	40 sec		254 sec
Block 15		166 sec	140-240 sec	306 sec	
Kill L16	172 sec	204 sec	20 sec		224 sec
				Min : 306 sec	Max : 254 sec

Block from P5

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

<b>Camp 19-L20</b>	<b>To Intercept walk</b>	<b>To Fight start walk</b>	<b>Fight duration</b>	<b>Total Fail Time</b>	<b>Total Kill Time</b>
Block 19		96 sec	280-320 sec	376 sec	
Kill L20	86+19 sec	121+19 sec	40 sec		180 sec
				Min : 376 sec	Max : 180 sec