

Guide for Ali Baba Third Thief for Achievement

Camp numbers from info page for third thief on wiki

Generals Needed : Resolute, Younger, 2 Frosty, 1 Loner and 1 Medic.

Troops Needed : 200Bowman, 921Soldier, 140Cannon and 175Xbow

Losses during test : 200Bowman, 845Soldier

(All generals Unskilled so any skill on generals should give less loss)

Bufs Needed : 1 Assassain and 3 Rofa

(14)

Start with Boulder Worm - 50 Sword Wielder, 50 Desert Marksman, 1 Boulder Worm
: Rofa

(Blocks way for generals to move down to last sector)

Then last sector : (37 and 32)

Mountain Stronghold - 40 Sword Master, 1 Shrewd Thief, 1 Silly Thief

: Rofa

Desert bandit leader - 90 Dune Marksman, 90 Stone Cannon, 1 Snooty Thief

: Assassain then Rofa

Move Resolute Down – close to 'next' sector (27, 28 and 26)

Wildlife cave - 100Bear, 80Fox

: Resolute – 100S, 100Cannon

Giant Bats Lair - 100 Fox, 100 Boar, 1 Giant Bat

: Resolute – 105S, 95Cannon

Wildlife Leader Cave - 80 Wolf Packleader, 80 Fox, 1 Furious Boar : Resolute – 60S, 140Cannon

Move Resolute close to 'next' sector (20 and 21)

Wildlife cave - 100 Fox, 100 Giant

: Resolute – 45S, 155Xbow

Wildlife Leader Cave - 80 Fox, 100 Boar, 1 Giant Bear

: Resolute – 75S, 125Cannon

Move Resolute, Younger Gemini and Frosty close to 'next' sector (13, 12, 10 and 11)

Desert Bandit camp - 70 Sword Master, 60 Desert Marksman

: Resolute – 100S, 100Cannon

Desert Bandit camp - 80 Sword Clasher, 70 Dune Marksman, 70 Horseman

: Younger – 60S

: Resolute – 75S, 125Cannon

Desert Bandit camp - 50 Mounted Bowman, 50 Sword Clasher, 50 Stone Cannon

: Frosty – 30S

: Resolute – 75S, 125Xbow

Desert Bandit Leader - 70 Mounted Bowman, 70 Stone Cannon, 1 Greedy Thief

: Frosty – 30S

: Resolute – 55S, 145Xbow

Move Resolute and Loner close to 'next' sector (6 and 7)

Desert Bandit camp - 90 Horseman, 80 Mounted Bowman : Loner - 1S
: Resolute – 85S, 115Cannon
Desert Bandit Leader - 70 Mounted Bowman, 70 Stone Cannon, 1 Greedy Thief
: Medic – 200Bowman
: Resolute – 25S, 175Xbow

Quests can now be completed and adv finished – no need to kill last leader.