

Mission : Sindbad and the Sea Snake

Version : 24/9-2019

Units needed :

1 Assassin

1 My Gemini, 2 My Nusala, 1 My Anslem, 1 My Medic, 1 My Boris, 1 My Maddie, 1 My Mary, 1 My Super Block, 3 Tavern

2R, 130B, 927SW, 693MSW, 787KN, 271AMR, 285MMR, 121BES

(100 extra KN and double up AMR, MMR and BES for speed)

Loss : 2R, 130B, 927SW, 543MSW, 665KN

XP : ?? (574.613 incl. 50%)

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 – Position P1

Send all generals – except My Boris, My Anslem, My Nusala, My Maddie and My Superblock to P3

Camp 1 : 150 Petty Officer Second Class, 120 Cannon Master

My Boris : 195MMR

My_Major : 285MMR

Loss : -

Camp 2 : 180 Battle Hardened Sailor, 40 Mounted Sailor, 50 Boatswain

My Anslem : 58SW, 23KN, 84BES

Loss : 57SW, 23KN

Camp 3 : 200 Battle Hardened Sailor, 30 Boatswain, 40 Petty Officer Second Class

My Anslem : 45SW, 55KN, 65BES

Loss : 44SW, 45KN

Camp 4 : 200 Sword Clasher, 70 Horseman

My Boris : 22SW, 1MSW, 172MMR

My_Major2 : 46SW, 239MMR (45SW)

Loss : 22SW

Camp 5 : 270 Mounted Sailor

My Anslem : 64SW, 101BES

Loss : 63SW

Camp 6 : 150 Battle Hardened Sailor, 20 Mounted Sailor, 100 Boatswain

My Boris : 27SW, 1MSW, 167KN

My_Anslem : 38SW, 82KN, 45BES (37SW, 54KN)

Loss : 27SW, 53KN

Camp L7 : 100 Battle Hardened Sailor, 100 Mounted Sailor, 70 Petty Officer Second Class, 1 Captain

My Maddie : 74MSW, 66KN, 75BES

Loss : 73MSW, 60KN

Camp 8 : 270 Cannon Master

My Boris : 195MMR

Major : 270AMR!!

Loss : 0

Camp 9 : 200 Battle Hardened Sailor, 70 Mounted Sailor

My Boris : 57SW, 1MSW, 137MMR

My_Anslem : 36MSW, 45AMR, 84MMR (36MSW)

Loss : 36MSW



Camp 10 : 40 Sailor, 100 Mounted Sailor, 100 Boatswain, 30 Cannon Master

Block1 – My Superblock : 205MSW

Block1 – Tavern : 200MSW (100-220 sec)

*** send attack on camp L12 ***

Camp 11 : 70 Battle Hardened, 200 Cannon Master

Attack1 – My Nusala : 14SW, 1MSW, 110AMR, 55MMR

Attack1 – Major : 12MSW, 200AMR, 58MMR

Camp L12 : 70 Battle Hardened Sailor, 200 Mounted Sailor, 1 Captain

Attack2 – My Anslem : 68MSW, 97BES

Loss : 14SW+67MSW

Send Block1, then on drumbeat Attack1 (on camp L12) and Attack2
(camp 10 will start to go down)

Sector 2a – Position P2

Move My Boris to position P2

Move all other generals to position P3

Camp 13 : 120 Sailor, 150 Mounted Sailor

My Boris : 32SW, 1MSW, 162MMR

My_Anslem : 25MSW, 110MMR, 30BES (24MSW)

Loss : 32SW

Camp 14 : 150 Battle Hardened Sailor, 100 Mounted Sailor, 20 Petty Officer Second Class

My Boris : 37MSW, 158KN

My_Anslem : 42MSW, 60KN, 63BES (41MSW, 17KN)

Loss : 36MSW, 17KN

Camp 15 : 200 Sailor, 70 Boatswain

My Boris : 187KN, 8BES

My_Vargus : 37MSW, 158MMR (36MSW)

Loss : 23KN

Send Boris on camp L17 – will be intercepted by/defeat Camp16

Camp 16 : 100 Mounted Sailor, 20 Petty Officer Second Class, 150 Cannon Master

My Boris : 23MSW, 172MMR

My_Major2 : 46SW, 239MMR (45SW)

Loss : 13MSW (-2 due to firstaid)

Camp L17 : 270 Cannon Master, 1 Steersman

My Boris : 12MSW, 172MMR

My_Major2 : 14SW, 271AMR!! (13SW)

Loss : 12MSW

Sector 3 – Position P3

Camp 18: 120 Sword Clasher, 50 Horseman, 100 Desert Marksman

My Boris : 15SW, 1MSW, 179MMR

My_Major : 34SW, 251MMR (33SW)

Loss : 15SW

For extra free XP Use :

My Mary with 215MMR on camp 100 Sailor, 150 Petty Officer Second Class

My Boris with 195MMR on camp 250 Stone Cannon

Camp 19 : 250 Battle Hardened Sailor

My Boris : 40SW, 1MSW, 154MMR

My_Gemini : 37SW, 1MSW, 257MMR

My_Major : 41SW, 244MMR (40SW)

Loss : 40SW

Camp 20 : 150 Mounted Sailor, 100 Boatswain

My Boris : 32SW, 1MSW, 162KN

My_Anslem : 36SW, 84KN, 45BES (35SW, 31KN)

Loss : 32SW, 31KN

Camp L21 : 100 Mounted Sailor, 100 Boatswain, 70 Petty Officer Second Class, 1 Steersman

My Anslem : 36SW, 65KN, 64BES

Loss : 35SW, 61KN

Camp 22 : 250 Mounted Sailor

My Boris : 54SW, 1MSW, 140KN

My_Anslem : 59SW, 106BES (58SW)

Loss : 54SW

Camp 23 : 270 Sailor

My Boris : 195MMR

My_Major : 285MMR

Loss : -

Camp L24 : 150 Battle Hardened Sailor, 100 Petty Officer Second Class, 1 Mutineer

Wave1 – My Nusala(1) : 1MMR

Wave2 – My Anslem : 37MSW, 69KN, 59BES

Loss : 37MSW, 69KN, 1MMR



Camp 25 : 200 Sailor, 30 Boatswain, 40 Petty Officer Second Class
Block1 – Tavern : 76MSW, 124MMR

Camp L26 : 150 Battle Hardened Sailor, 100 Boatswain, 1 Captain
Attack1 – My Anslem : 49MSW, 56KN, 60BES

Loss : 49MSW, 56KN

Send Block1, then on drumbeat Attack1

Sector 4 – Position P4

Camp 27 : 100 Sailor, 90 Mounted Sailor, 70 Petty Officer Second Class

My_Boris : 22SW, 1MSW, 174MMR

My_Major : 41SW, 244MMR (40SW)

Loss : 22SW

Camp 28 : 200 Battle Hardened Sailor, 250 Boatswain

Wave 1 : Assassin

If Boatswain left : Wave 2 – My_Boris : 195SW

If Battle Hardened Sailor Left : Wave 2 – My_Boris : 19SW, 1MSW, 175MMR

If Boatswain left : Wave 2 – My_Anslem : 165SW (58SW)

If Battle Hardened Sailor Left : Wave 2 – My_Major : 22SW, 263MMR (21SW)

Loss : 51SW / 19SW

Camp 29 : 90 Mounted Sailor, 90 Boatswain, 90 Cannon Master

My_Boris : 19SW, 1MSW, 175KN

My_Anslem : 82SW, 30KN, 53BES (81SW, 28KN)

Loss : 19SW, 27KN

Camp L30 : 100 Battle Hardened Sailor, 150 Mounted Sailor, 1 Captain

My_Boris : 65MSW, 130MMR

My_Anslem : 74MSW, 91BES (73MSW)

Loss : 65MSW

Camp L31 : 70 Sailor, 200 Mounted Sailor, 1 Mutineer

My_Boris : 47MSW, 148MMR

My_Anslem : 53MSW, 112BES (52MSW)

Loss : 46MSW

Camp 32 : 150 Sailor, 120 Cannon Master

My_Boris : 195MMR

My_Major : 285MMR

Loss : -



Camp 33 : 150 Battle Hardened Sailor, 120 Mounted Sailor
Block1 – Tavern : 164MSW, 36AMR!!

Camp L34 : 250 Cannon Master, 1 Mutineer
Attack1 – My Major : 20MSW, 20AMR, 245MMR

Loss : 20MSW

Send Block1, then on drumbeat Attack1

Sector 5 – Position P5

Camp 35 : 150 Battle Hardened Sailor, 100 Boatswain

My_Boris : 17SW, 1MSW, 177KN

My_Anslem : 26SW, 54KN 85BES (25SW, 54KN)

Loss : 17SW, 54KN

Camp 36 : 270 Boatswain

My_Boris : 195SW

My_Anslem : 165SW (65SW)

Loss : 57SW



Camp 37 : 200 Battle Hardened Sailor, 20 Mounted Sailor, 50 Petty Officer Second Class

Block1 – Tavern : 1R

Block2 – Tavern : 1R

(Block3 – Tavern : 1R)

Camp L38 : 150 Sailor, 100 Cannon Master, 1 Steersman

Attack1 – My_Major : 14SW, 50AMR, 221MMR

Loss : 2R, 13SW

Send Block1, then on drumbeat Attack1 and Block2 (and Block3).

!!! Timing is Close with 2 Blocks – be ready to withdraw Major !!! Horseshoe buff helps !!!

Attacks on camp 40-43 can be done while Camp L38 and L39 are defeated

Camp L39 : 100 Battle Hardened Sailor, 150 Cannon Master, 1 Captain

My_Major : 80SW, 150AMR, 55MMR

Loss : 80SW

Camp 40 : 90 Sailor, 150 Mounted Sailor, 30 Petty Officer Second Class

My_Boris : 33SW, 1MSW, 161MMR

My_Major : 67SW, 218MMR (66SW)

Loss : 33SW

Camp 41 : 190 Battle Hardened Sailor, 90 Mounted Sailor

My_Boris : 35MSW, 160MMR

My_Anslem : 40MSW, 30AMR, 95MMR (39MSW)

Loss : 34MSW

Camp 42 : 270 Sword Clasher

My_Boris : 195MMR

My_Major : 285MMR

Loss : -

Camp L43 : 150 Battle Hardened Sailor, 1 Mutineer, 1 Captain, 1 Giant Sea Snake

My_Major : 66MSW, 219AMR!!

Loss : 65MSW

Sector 6 – Position P6

Camp 44 : 200 Battle Hardened Sailor, 20 Petty Officer Second Class, 50 Cannon Master

Wave1 – My_Nusala(2) : 130B

Wave2 – My_Boris : 18SW, 1MSW, 176MMR

Wave2 – My_Major : 22SW, 263MMR (130B, 21SW)

Loss : 130B, 18SW

Camp L45 : 200 Mounted Sailor, 1 Mutineer, 1 Captain

My_Anslem : 54MSW, 111BES

Loss : 54MSW

Camp 46 : 200 Battle Hardened Sailor, 70 Mounted Sailor

My_Boris : 57SW, 1MSW, 137MMR

My_Anslem : 67SW, 10AMR, 88MMR (66SW)

Los : 57SW

Camp 47 : 70 Sailor, 100 Battle Hardened Sailor, 100 Boatswain

My_Boris : 11SW, 1MSW, 183KN

My_Vargus : 41MSW, 50AMR, 104MMR (40MSW)

Loss : 11SW

***** If no block on Camp 48 – L49 *****

Camp 48 : 100 Boatswain, 170 Cannon Master

My_Gemini : 295KN

(My_Major2 : 285KN (63KN)

My_Vargus : 47MSW, 105AMR, 43MMR (46MSW)

Loss : 45KN

Camp L49 : 200 Boatswain, 1 Steersman, 1 Mutineer

My_Vargus : 66MSW, 49AMR, 80MMR

Loss : 66MSW



Camp 48 : 100 Boatswain, 170 Cannon Master

Block1 – My Super block : 147MSW, 68MMR

Camp L49 : 200 Boatswain, 1 Steersman, 1 Mutineer

Wave1 – My Medic : 125KN

Attack1 – My Maddie : 44SW, 50AMR, 121BES

Loss : 43SW, 125KN

Send Block1, then on drumbeat Wave1 and Attack1.

Sector 2b – Position P7

Invite lootspotter – to attack camp 50 – 10 Cavalry or first-attack general.

Camp 50 : 70 Mounted Sailor, 200 Cannon Master

My Boris : 15SW, 1MSW, 179MMR

My_Major : 32SW, 253MMR (31MSW)

Loss : 15SW



Camp 51 : 250 Boatswain, 20 Petty Officer Second Class

Block1 – Tavern : 150MSW

Camp L52 : 250 Boatswain, 1 Captain

Attack1 – My Boris : 195KN

Attack1 – My_Vargus : 45MSW, 45AMR, 105MMR (44MSW)

Loss : 73KN

Send Block1 – then Attack1 on Drumbeat

Details of block timing ::

Block from P1

Camp 10-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		205 sec	120-140 sec	325 sec	
Attack1	212 sec	253 sec	30 sec		283 sec
Attack2	260 sec	278 sec	30 sec		308 sec
				Min : 325 sec	Max : 308 sec

Block from P3

Camp 25-L26	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		176 sec	100-220 sec	276 sec	
Attack1	185 sec	224 sec	40 sec		264 sec
				Min : 276 sec	Max : 264 sec

Block from P4

Camp 33-L34	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		110 sec	120-160 sec	230 sec	
Attack1	116 sec	151 sec	20 sec		171 sec
				Min : 230 sec	Max : 171 sec

Block from P5

Camp 37-L38	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1+2		106 sec	40 sec	146 sec	Attack start
Attack1	109 sec	144 sec	xx sec		144 sec
				Min : 146 sec	Max : 144 sec

Block from P6

Camp 48-L49	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		182 sec	100-220 sec	282 sec	Attack start
Wave1 +Attack1	185 sec	214 sec	50 sec		264 sec
				Min : 282 sec	Max : 264 sec

Block from P7

Camp 51-L52	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block1		50 sec	140-260 sec	190 sec	
Attack1	60 sec	98 sec	20 sec		118 sec
				Min : 190 sec	Max : 118 sec