

Mission : Sindbad and the Besieged City

Version : 16/10-2019

Units needed :

(My Gemini,) My Major1, My Major2, My Anslem, My Vargus, 2 My Mary,
My Boris, 3 Tavern

989SW, 1160MSW, 283KN, 140AMR, 559MMR, 127BES

(+ extra tavern to leave on landing area for blocks on camp 38-L41)

Loss : 989SW, 579MSW, 174KN

XP : about 432.427 (559.865 with scouting post)

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)



Can be done now or wait:

Camp L37 (1): 200 Battle Hardened Sailor, 1 Steersman
My_Major : 42SW, 243MMR

Loss : 41SW

Sector 1 (map position P1)

Camp 1-L3 *****

Camp 1 (19): 70 Battle Hardened Sailor, 70 Mounted Sailor, 70 Petty Officer Second Class
My_Boris : 16SW, 179MMR
My_Major : 32SW, 253MMR

Loss : 16SW

Camp 2 (20): 200 Battle Hardened Sailor, 40 Mounted Sailor
My_Boris : 39SW, 1MSW, 155MMR
My_Anslem : 46SW, 119MMR

Loss : 39SW

Camp 3 (21): 80 Sailor, 70 Petty Officer Second Class, 70 Cannon Master
My_Mary : 200MMR

Loss : -

Camp 4 (22): 70 Battle Hardened Sailor, 70 Mounted Sailor, 70 Boatswain, 40 Cannon Master
My_Anslem : 54SW, 21KN, 90BES

Loss : 53SW, 21KN

Camp 5 (25): 40 Sailor, 200 Petty Officer Second Class
My_Mary : 180MMR

Loss : -

Camp L6 (27): 200 Battle Hardened Sailor, 20 Petty Officer Second Class, 1 Steersman
My_Anslem : 55SW, 12KN, 98BES

Loss : 54SW, 11KN

Camp 7 (26): 270 Battle Hardened Sailor
My Major : 48SW, 237MMR

Loss : 47SW

Camp 8 (28): 90 Battle Hardened Sailor, 50 Mounted Sailor, 90 Cannon Master
My Major : 34SW, 140AMR, 111MMR

Loss : 33SW



Camp 9 (29): 100 Mounted Sailor, 70 Boatswain, 70 Cannon Master
Block1 – Tavern : 145MSW, 1AMR, 40MMR

Camp L10 (30): 200 Battle Hardened Sailor, 70 Mounted Sailor, 1 Steersman
Attack1 – My Major1 : 51MSW, 70AMR, 164MMR

Camp 11 (23): 110 Battle Hardened Sailor, 110 Mounted Sailor
Block2 – Tavern : 185MSW, 15MMR

Camp L12 (24): 200 Mounted Sailor, 50 Petty Officer Second Class, 1 Mutineer
Attack2 – My Anslem : 64SW, 21KN, 80BES

Loss : 63SW, 50MSW, 21KN

Send Block1 followed by Attack1, Block2 and Attack2 on Drumbeat.

Block1 is tight and have teoretical risk of fail. (see block timing).
Using Horseshoe will reduce risk.

Sector 2 (map position P2)

Camp 13-L19 *****

Camp 13 (49): 30 Mounted Sailor, 200 Boatswain, 30 Cannon Master
My Vargus : 72SW, 123MMR

Loss : 71SW

Camp L14 (50): 150 Sailor, 100 Battle Hardened Sailor, 1 Mutineer
My Major :92SW, 193MMR

Loss : 91SW



Camp 15 (44): 70 Battle Hardened Sailor, 90 Mounted Sailor, 70 Boatswain
Block1 – Tavern : 198MSW

Camp 16 (45): 150 Battle Hardened Sailor, 100 Petty Officer Second Class
Block2 – Tavern : 200MSW

Camp L17 (43): 270 Petty Officer Second Class, 1 Captain
Attack1 – Major : 58AMR!!, 212MMR

Camp 18 (46): 70 Battle Hardened Sailor, 70 Boatswain, 60 Petty Officer Second Class, 70 Cannon Master
Block3 – Tavern : 185MSW

Camp L19 (47): 200 Mounted Sailor, 50 Cannon Master, 1 Captain
Attack2 – My Major : 54MSW, 230MMR, 1BES (BES to make sure camp is down in 10 sec)

Loss : 53MSW

Send Block1 followed by Block2, Attack1, Block3 and Attack2 on drumbeat.

Sector 3 (map position P3)

Camp 20-L29 *****

Camp 20 (41): 50 Sailor, 70 Battle Hardened Sailor, 70 Mounted Sailor, 70 Boatswain
My Anslem : 23MSW, 47KN, 95BES

Loss : 22MSW, 24KN

Camp L21 (42): 260 Battle Hardened Sailor, 1 Mutineer
My Anslem : 59MSW, 106BES

Loss : 58MSW

Camp L22 (40): 150 Mountede Sailor, 90 Cannon Master, 1 Captain
My Major : 41MSW, 244MMR

Loss : 40MSW

Camp 23 (39): 270 Sword Wielder
My Major : 95SW, 190MMR

Loss : 95SW

Camp 24 (37): 270 Petty Officer Second Class
My Mary : 210MMR

Loss : -

Camp L25 (38): 200 Battle Hardened Sailor, 50 Mounted Sailor, 1 Captain
My Major : 67MSW, 50AMR, 168MMR

Loss : 67MSW

Camp 26 (32): 200 Battle Hardened Sailor, 60 Mounted Sailor
My Anslem : 33MSW, 35AMR, 97MMR

Loss : 33MSW

Camp 27 (33): 200 Battle Hardened Sailor, 60 Boatswain
My Anslem : 45SW, 70KN, 50BES

Loss : 44SW, 30KN



Camp 28 (35): 80 Battle Hardened Sailor, 90 Mounted Sailor, 80 Petty Officer Second Class
Block1 – Tavern : 200MSW

Camp L29 (36): 260 Cannon Master, 1 Mutineer
Attack1 – My Major : 40MSW, 245MMR

Loss : 40MSW

Send Block1 followed by Attack1 on Drumbeat

Sector 4 (map position P4)

Camp 30-L *****

Camp L30 (18): 250 Mounted Sailor, 1 Steersman

My_Anslem : 69SW, 96BES

Loss : 68SW

Camp 31 (16): 60 Battle Hardened Sailor, 60 Mounted Sailor, 60 Petty Officer Second Class, 60 Cannon Master

My_Boris : 13SW, 1MSW, 181MMR

My_Major : 28SW, 257MMR

Loss : 13SW

Camp 32 (15): 120 Mounted Sailor, 120 Boatswain

My_Boris : 27SW, 168KN

My_Anslem : 165SW

Loss : 26SW, 36KN

Camp L33 (17): 120 Battle Hardened Sailor, 120 Mounted Sailor, 1 Captain

My_Major : 73MSW, 150MMR, 62BES

Loss : 72MSW



Camp 34 (10): 80 Sailor, 90 Mounted Sailor, 80 Boatswain
Block1 – Tavern : 183MSW

Camp L35 (11): 100 Battle Hardened Sailor, 120 Mounted Sailor, 1 Mutineer
Attack1 – My Anslem : 47MSW, 118BES

Loss : 47MSW

Send Block1 followed by Attack1 on Drumbeat

Sector 5 (map position P5a and P5b)

Camp 36-L41 *****

Camp 36 (5): 120 Sailor, 120 Petty Officer Second Class

My_Mary : 215MMR

Loss : -

If not already done :

Camp L37 (1): 200 Battle Hardened Sailor, 1 Steersman

My_Major : 42SW, 243MMR

Loss : 41SW



Camp 38 (2): 100 Mounted Sailor, 120 Boatswain

Block1 – Tavern : 130MSW

Camp L39 (3): 100 Sailor, 120 Petty Officer Second Class, 1 Mutineer

Attack1 – My Major : 35SW, 250MMR

Camp 40 (6): 120 Mounted Sailor, 120 Cannon Master

Block2 – Tavern : 194MSW, 6AMR

Camp L41 (7): 250 Boatswain, 1 Captain

Attack2 – My Anslem : 165SW

Loss : 33+111SW

Send Block1 followed by Attack1, Block2 and Attack2 on Drumbeat

Sector 6 (map position P6)

Camp 42-L *****

Camp 42 (53): 120 Battle Hardened Sailor, 150 Mounted Sailors

My Anslem : 38MSW, 127BES

Loss : 37MSW

Camp L43 (54): 50 Battle Hardened Sailor, 50 Mounted Sailor, 100 Petty Officer Second Class, 1 Steersman

My Boris : 30SW, 1MSW, 164MMR

My_Major1 : 37SW, 248MMR

Loss : 30SW

Camp 44 (61): 70 Stick-wielding Ape, 50 Alpha Ape

My Major : 100AMR, 185MMR

Major : 1MSW, 149AMR, 129MMR (0)

Loss : -

Camp 45 (57): 100 Battle Hardened Sailor, 70 Mounted Sailor, 100 Boatswain

My Anslem : 19MSW, 32KN, 114BES

Loss : 18MSW, 31KN



Camp 46 (62): 60 Stone-throwing Ape, 60 Alpha Ape
Block1 – Tavern 174MSW

Camp 47 (58): 130 Sailor, 130 Mounted Sailor
Attack1 – Major2 : 58SW, 227MMR
 Attack1 – Veteran : 35MSW, 215MMR (35MSW)

Send on L51 – will be intercepted by Camp 48

Camp 48 (63): 80 Alpha Ape, 60 Nervous Ape
Block2 – Tavern : 180MSW, 17AMR

Camp 49 (59): 200 Battle Hardened Sailor, 60 Petty Officer Second Class
Block3 – Tavern : 200MSW

Camp L50 (60): 200 Sailor, 60 Petty Officer Second Class, 1 Captain
Attack2 – My_Major : 40AMR, 245MMR

Camp L51 (65): 80 Stick-wielding Ape, 100 Nervous Ape
Attack3 – My_Boris : 32MSW, 163MMR
 Attack3 – My_Anslem : 66MSW, 99MMR

Loss : 58SW, 32MSW

Send Block1 followed by Attack1, Block2(Send on L51), Block3, Attack2 and Attack3 on Drumbeat

Details of block timing ::

Block from P1

Camp 9-L12	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 9		143 sec	100-220 sec	243 sec	
Attack L10	146 sec	181 sec	60 sec		241 sec
Block 11		149 sec	120-200 sec	269 sec	
Attack L12	152 sec	197 sec	20 sec		217 sec
				Min : 243 sec	Max : 241 sec

Camp 9 – 4% risk of 100 sec or less ($4/100.000 = 80 \text{ sec}$)

Camp L10 – 4% risk of 70 sec

Block from P2

Camp 15-L19	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 15		275 sec	140-300 sec	415 sec	
Block 16	278 sec	316 sec	100-120 sec	416 sec	
Attack L17	289 sec	357 sec	20 sec		377 sec
Block 18	317 sec 324 sec	349 sec	60 sec	409 sec	
Attack L19	329 sec 336 sec 352 sec	377 sec	20 sec		397 sec
				Min : 409 sec	Max : 397 sec

Block from P3

Camp 28-L29	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 28		265 sec	100 sec	365 sec	
Attack L29	271 sec	290 sec	30-40 sec		330 sec
				Min : 365 sec	Max : 330 sec

Block from P4

Camp 34-L35	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 34		139 sec	140-280 sec	279 sec	
Attack L35	152 sec	158 sec	30 sec		188 sec
				Min : 279 sec	Max : 188 sec

Block from P5a/b

Camp 38-L41	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 38		83 sec	120-280 sec	203 sec	
Attack L39	90 sec	128 sec	20-30 sec		158 sec
Block 40		93 sec	100-140 sec	193 sec	
Attack L41	100 sec	121 sec	40 sec		161 sec
				Min : 193 sec	Max : 161 sec

Block from P6

Camp 46-L41	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 46		87 sec	260-560 sec	347 sec	
Attack 47	93 sec	125 sec	20-30 sec		155 sec
Block 48	91 sec -	126 sec	220-280 sec	346 sec	
Block 49	119 sec 124 sec -	191 sec	120 sec	311 sec	
Attack L50	144 sec 151 sec - 197 sec	209 sec	20 sec		229 sec
Attack L51	143 sec - 149 sec -	194 sec	30 sec		224 sec
				Min : 311 sec	Max : 229 sec