

Mission : Buccaneer Roundup

Version : Younger Gemini - 15/11-2019

Units needed :

Unskilled Younger Gemini, 1 Any General

Camp 1 – 3 : 92R

Camp 1 – 6 : 119R

Loss :

Camp 1 – 3 : 92 (or 3R if using YG for suicide on camp L3 + Any General with 90R)

Camp 1 – 6 : 119R



All attacks based on unskilled general and 'All Dead = Battle won' :)

2 invited only need to do camp 1 to L3

3 * Camp 4 and 2 * Camp 5 can be done wiht 1R – with first aid = no loss

Maybe all do camp 1 to 4 – 2 invited do camp 5 – and starter do camp 6.

Attack on camp 4 to L6 can first be done when all Camp L3 are done.

Position P1a, P1b, P1c

Camp 1 : 100 Sabrerattler, 80 Gunman
Younger Gemini : 1R

Camp 2 : 100 Deckscribber, 20 Sabrerattler, 80 Gunman
Younger Gemini : 1R

Camp L3 : 120 Deckscribber, 40 Petty Officer second class, 40 Cannoneer
Younger Gemini : 90R

If Younger Gemini has 1-up or is not needed again :
Send YG with 1R on camp L3 and finish camp L3 with Wave2

Camp 1 : 100 Sabrerattler, 80 Gunman
Younger Gemini : 1R

Camp 2 : 100 Deckscribber, 20 Sabrerattler, 80 Gunman
Younger Gemini : 1R

Camp L3 : 120 Deckscribber, 40 Petty Officer second class, 40 Cannoneer
Wave1 - Younger Gemini : 1R
Wave2 – Any General : 90R

Position P2

3 * Camp 4 : 100 Caltrop, 50 Sabrerattler, 50 Gunman
Younger Gemini : 1R

Send Younger Gemini (with first-aid) on lower camp 5 – will be intercepted by and defeat camp 4 .
Then send again on camp L6.

2 * Camp 5 : 200 Caltrop
Younger Gemini : 1R

Camp L6 : 50 Sabrerattler, 2 Crazy Ship's Cook, 100 Gunman, 40 Cannoneer
Wave1 – Younger Gemini : 1R
Wave2 – Any General : 21R, 179S