

Mission : Horseback

Version : Younger Gemini - 23-10-2019

Units needed :

Younger Gemini, 2 Tavern, 1Any General
144R, 20B, 76Cav, 77S

Units needed - No Block :

Younger Gemini
195R

Loss :

144R

Loss - No Block :

195R

XP :



Map position P1



Router general must be there to force Block2 to make a little detour.

Camp 1 : 70 Nomad, 40 Lance Rider

Block1 – Tavern : 51S, 20B

(Kill : Younger Gemini : 1R (1R) - All Dead=won)

Camp 2 : 70 Nomad, 40 Riding Amazonian Guard

Block2 – Tavern : 26S, 76Cav

(Kill : Younger Gemini : 10R (10R) - All Dead=won)

Camp L3 : 90 Riding Amazonian Guard, 10 Upracious Bull

Attack1 - Younger Gemini : 110R (110R) - All Dead=won

Send Block1 – then on drumbeat Block2 and Attack1

Loss : 110R

Camp L4 : 70 Nomad, 20 Cataphract
Younger Gemini : 1R (1R) - All Dead=won

Loss : 1R

Map position P2

Camp 5-L7 *****



Send from position Attack1 to avoid interception

Camp 5 : 60 Nomad, 40 Lance Rider, 60 Composite Bowman
Younger Gemini : 1R (1R) - All Dead=won

Loss : 1R

Camp 6 : 40 Riding Bowman, 30 Riding Amazonian Guard
Block1 – Tavern : 62S
(Kill : Younger Gemini : 40R (40R) - All Dead=won)

Camp L7 : 60 Nomad, 75 Riding Bowman
Younger Gemini : 30R (30R) - All Dead=won

Send Block1 – then on drumbeat Attack1

Loss : 30R

Map position P3

Camp L8 *****



Camp L8 : 90 Nomad, 90 Composite Bowman
Younger Gemini : 1R (1R) - All Dead=won

Loss : 1R

Map position P4

Camp L9 *****



Camp L9 : 80 Lance Rider, 120 Composite Bowman
Younger Gemini : 1R (1R) - All Dead=won

Loss : 1R

Details of block timing ::

Block from P1

Camp 1-L3	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		31 sec	120-260sec	151 sec	
Block 2	33 sec	72 sec	120-200sec	192 sec	
Kill L3	78 sec	87 sec	60 sec		147 sec
				Min : 151 sec	Max : 147 sec

Block from P2

Camp 6-L7	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 6		70 sec	120-140sec	190 sec	
Kill L7	76 sec	88 sec	20 sec		108 sec
				Min : 190 sec	Max : 108 sec