

Mission : Outlaws

Version : YG level 36 - 24-11-2019

Units needed :

Younger_Gemini, Older_Gemini, 3 Tavern (4 Tavern if no Older_Gemini)

296R, 367Cav. 178S, 200Xbow (+67R if no Older_Gemini)

Loss :

296R (+67R if no Older_Gemini)



Map position P1

Camp 1-L3 *****

Camp 1 : 80 Scaventer

Camp 2 : 80 Stone Thrower

Camp L3 : 30 Thug, 80 Guard Dog, 50 Ranger

Younger Gemini : 1R

Send attack on camp L3 – will be intercepted by and kill camp 1 and 2 without loss.

Loss : -

Map position P2

Camp 4-L7 *****

Camp 4 : 50 Scaventer, 50 Stone Thrower

Camp 5 : 60 Scaventer, 60 Stone Thrower (Dont need to be killed if sending single attacks)

Camp 6 : 80 Scaventer, 20 Stone Thrower

Camp L7 : 50 Scaventer, 50 Guard Dog, 50 Stone Thrower

Younger Gemini : 1R

Send attack on camp L7 – will be intercepted by and kill camp 4, 5 and 6 without loss.

Loss : -

Map position P2

Camp 8-L10 *****

Camp 8 : 100 Thug, 60 Ranger

Older Gemini : 68R, 1S, 181Cav, 30Xbow

Nusala : 79R, 1S, 85Cav

Tavern : 109R, 1S, 60Cav, 30LB

Younger_Gemini : 100R

Major : 74R, 1S, 165Cav, 30Cannon

Loss : 68R

Camp 9 : 60 Thug, 100 Ranger

Younger Gemini : 10R

Loss : 10R

Camp 10 : 40 Thug, 40 Roughneck, 80 Ranger

Older Gemini : 54R, 1S, 200Cav, 25Xbow

Nusala : 62R, 1S, 102Xbow

Tavern : 89R, 1S, 80Cav, 30Xbow

Younger_Gemini : 100R

Major : 59R, 1S, 180Cav, 30Cannon

Loss : 54R

Map position P2

Camp 11-L14 *****



Camp 11 : 80 Roughneck, 100 Ranger

Block1 – Tavern : 27S, 172Cav

Camp 12 : 80 Guard Dog, 40 Roughneck, 60 Ranger

Block2 – Tavern : 5S, 195Cav

Camp 13 : 150 Roughneck

Block3 – Tavern : 145S

Camp L14 : 1 Metal Tooth, 2 Skull

Tavern : 4R, 1S, 195Xbow

Older_Gemini : 280Xbow

Older_Gemini : 4R, 1S, 275LB

Send Block1 followed by Block2, Block3 and Attack1 on Drumbeat

loss : 4R

Map position P3

Camp 15-L17 *****

Camp 15 : 100 Scavenger, 50 Stone Thrower

Camp 16 : 50 Scavenger, 50 Guard Dog, 50 Stone Thrower

Younger Gemini : 1R

Loss : -

Send attack on camp 16 – will be intercepted by and kill camp 15 without loss.

Camp L17 :100 Guard Dog, 80 Stone Thrower, 1 Skunk

Younger Gemini : 45R

Loss : 45R

Map position P4

Camp 18-L22 *****

Camp 18 : 100 Scavenger, 30 Guard Dog, 30 Stone Thrower
Younger Gemini : 1R

Loss : -

Camp 19 : 30 Scavenger, 30 Guard Dog, 100 Stone Thrower
Younger Gemini : 1R

Loss : -

Camp 20 : 60 Thug, 60 Guard Dog, 60 Ranger
Younger Gemini : 1R

Loss : -

Camp 21 : 60 Thug, 60 Guard Dog, 60 Ranger
Younger Gemini : 1R

Loss : -

Camp L22 : 100 Thug, 1 One-Eyed Bert
Wave1 - Younger Gemini : 115R
Wave2 – Tavern : 200XBow (or M, B, S, LB, E)

Loss : 115R

Details of block timing ::

Block from P2

Camp 11-L14	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 1		123 sec	160-260sec	283 sec	
Block 2		144 sec	120-240sec	264 sec	
Block 3	134 sec	169 sec	160-200sec	329 sec	
Attack 1	169x2/179sec	197 sec	30 sec		227 sec
				Min : 264 sec	Max : 227 sec