

Mission : Roaring Bull

Version : Younger Gemini (25/11-2019)

Units needed :

Younger Gemini, 4 Tavern
215R, 285B, 198Xbow

Loss max :

215R, 285B

Without blocks : + 175R and 50B

XP : 18k

Dont use Horseshoe buffs – will cause first block to fail



First Tower (map position S1)

Camp 1-L6 *****

Camp 1 : 120 Nomad, 80 Lance Rider
Younger Gemini : 45R

Loss : 45R

Camp 2 : 110 Nomad, 40 Riding Amazonian Guard, 50 Cataphract
Younger Gemini : 90R

Loss : 90R

Camp 3 : 100 Cultist, 100 Firedancer
Younger Gemini : 90B

Loss : 90B

Camp 4 : 70 Cultist, 50 Shadowsneaker, 80 Firedancer
Younger Gemini : 55B

Loss : 55B



** 2 Place generals can be any general – are there to prevent attack generals to be intercepted by camp X

Camp 5 : 100 Cultist, 80 Shadowsneaker, 20 Dark Priest

Block1 – Tavern : 1R

Kill : Younger_Gemini : 50B

Camp L6 : 80 Cultist, 120 Firedancer

Younger Gemini : 85B

Loss : 85B

Send Block1 then on drumbeat Younger Gemini

Block is tight – be ready to recall Younger Gemini if intercepted

Second Tower (map position S2)

Camp 7-L8 *****



Camp 7 : 90 Nomad, 60 Lance Rider, 50 Cataphract

Block1 – Tavern : 1R

Kill : Younger_Gemini : 75R

Camp L8 : 70 Nomad, 100 Lance Rider, 30 Cataphract, 1 Uproacious Bull

Younger Gemini : 75R

Loss : 75R

Send Block1 then on drumbeat Attack1

Third Tower (map position S3)

Camp 9-L10 *****



Camp 9 : 100 Cultist, 40 Shadowsneaker, 60 Firedancer

Block1 – Tavern : 1R

Kill : Younger_Gemini : 100R

Camp L10 : 80 Cultist, 50 Shadowsneaker, 70 Firedancer, 1 Dark High Priest

Wave1 – Younger_Gemini : 55B

Attack1 – Any General : 2R, 198Xbow

Loss : 2R, 55B

Send Block1 then on drumbeat Wave1 and Attack1

Details of block timing ::

Position 1

Camp 5-L6	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 5		258 sec	20 sec	278 sec	
Kill L6	264 sec	273 sec	xx sec		Exit intercept 273 sec
				Min : 278 sec	Max : 273 sec

Position 2

Camp 7-L8	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 7		70 sec	20 sec	90 sec	
Kill L8	76 sec	82 sec	40 sec		Exit intercept 82 sec
				Min : 90 sec	Max : 82 sec

Position 3

Camp 19-L20	To Intercept walk	To Fight start walk	Fight duration	Total Fail Time	Total Kill Time
Block 19		54 sec	20 sec	74 sec	
Kill L20	57 sec	71 sec	xx sec		Exit intercept 71 sec
				Min : 74 sec	Max : 71 sec