

Build order created by Jupe from AOEBuilds. For more build orders, visit AOEBuilds.com/build-orders . For video classes demonstrating the build orders, visit AOEBuilds.com/aoe2-classes

Difficulty: Medium

Class: Essentials

Fast Castle into Unique unit (castle drop)

	Pop	Additional notes
6 sheep	4-7	Sheep under tc, shift queued to next sheep
4 wood	7-11	
1 boar	11	
4 berries	12-16	1st one builds a house or two
4 boar/sheep	16-20	Start adding farms with extra wood
3 wood	20-23	New lumbercamp (2 in total) Last villager builds a house
5 stone	23-28	3 Farms enough if you push deer and seed early
2 gold	28-30	If you didn't push deer 7-8 farms late seeding 4-5

Click Feudal age (Pop 30, 29 villagers + 1 scout)

REBALANCING:

After your boar, sheep have been eaten, send villagers to Stone and Gold

From boar/sheep/stragler send 5 to stone

You should have: 7 on wood, 10 on stone, 3 on gold, 4 berries, 3-5 Farming, rest on stragler trees

Feudal age: 2 villagers on tc queue, going to gold

Build market (2 villagers) Blacksmith (1 villager) use wood villagers

Click to castle age

Castle age: Build two Castles; Preferably use the stone villagers (make sure you got the stone) Once you are done, split the stone villagers to gold and wood.

Gather point from start of Castle age is to gold

After around 10 on gold, send few to wood, then again switch to gold.

You also are able to afford barracks+stable pretty soon for bloodlines and husbandry.

In terms of food eco, just make sure you have 6 on food at least, for villager production.