

FC Boom - Fast Eco civ

- **Difficulty:** Medium / Hard
- **Civs:** Any civ without dark age eco bonus is excluded
- **Perfect uptime to Castle:** 14:50
- **Good under:** 15:05



Dark Age

| | | | |
|----|---|-------|---|
| x6 |  | 4-7 | Sheep under tc, shift queued to next sheep |
| x4 |  | 7-11 | 4 villagers to wood |
| x1 |  | 11-12 | 1 Villager to lure the boar |
| x4 |  +  | 12-16 | 4 villagers to berries, 1st builds 2 houses |
| x4 |  | 16-20 | 4 villagers on boar/sheep. Start farms |
| x4 |  | 20-24 | 4 to wood. Build new lumbercamp and a house |
| x1 |  | 24-25 | Mine 30 gold without a mining camp |
| |  | 25 | Click up to Feudal Age |

- Strategy recommended on walled or pre-walled maps, like Arena, Black Forest, etc

- When you send your 4 villagers to boar (16-20 pop) You can start building farms with extra wood (about 2-3 farms)

- Dont research loom

- Pushing deer is really necessary for this Build Order, this will boost your food up and allows you to go Castle Age faster

Feudal Age

Send 2 new villagers to wood.

Pull 3 villagers (from wood, berries, or both) to build a Market with 2 villagers and a Blacksmith with 1 villager

Sell 100 wood from the market and Click up to Castle Age, research Double-bit axe (lumber camp upgrade) and Horse Collar (mill upgrade)

You can also buy 100 stone with the extra gold that you mine, after that, you can buy food once or twice

Castle Age

Research Bow saw (lumber camp upgrade) and build 2 extra Town Centers next to a forest.

Put all your Town Center gather points to a woodline, farm around your Town Centers with all the food you're gathering.

Once you can easily support villager production, add a 4th Town Center on your main gold mine.